

# The Von Schlichtwald Grand Bestiary

17th revised edition ~ Abridged Edition



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## Introduction To The Von Schlichtwald Grand Bestiary: 17th revised edition

*The Von Schlichtwald Grand Bestiary* aims to give the reader a broad and basic understanding concerning origin, physiology, habits and habitats of all magical species with the exception of demons. As of the 17th revised edition *The Von Schlichtwald Grand Bestiary* also includes the most common uses for every creature by means of magic, artificing, potionmaking, healing and other magic-academical subjects.

The information found in these volumes is the result of extensive field studies and research projects as well as the combined experience and knowledge of the leading cryptozoologists and magicacademics on the subject to this date. For the reader's convenience all creatures in the bestiary are named with their respective latin classification.

### Comments Concerning The Von Schlichtwald Grand Bestiary: 17th revised edition - Abridged Version

In response to the recurring request for a shorter and briefer bestiary with the same accuracy and quality as *The Von Schlichtwald Grand Bestiary*, this abridged edition is now available as an introductory material for professors and teachers to disseminate among their students. It should be noted that this document has been abridged to only cover the most common and important creatures as well as an even briefer description of each. This has unfortunately resulted in the lack of information regarding most subspecies and only a general description of the most common types.

Readers are to be aware that they may encounter creatures of a named family or species which do not exactly match the description in this heavily abridged version. It should also be stated for the sake of inclusion that every cryptozoologist may perceive the definitions and boundaries of any magical creature differently, and that this bestiary cannot hope to include every famous cryptozoologist's opinion on every creature. For the most complete understanding and knowledge of the species covered in this version, readers are advised to consult the unabridged *Von Schlichtwald Grand Bestiary: 17th revised edition* or other publications on specific species by the authors of *The Von Schlichtwald Grand Bestiary: 17th revised edition*.

The authors of this abridged version do in no way take responsibility for any injury, death or inconvenience that might occur when dealing with any creature included in this abridged version. To further aid in the education of young cryptozoologists this heavily abridged version also includes an introduction to the subject of cryptozoology and a brief explanation of the system of classification used in *The Von Schlichtwald Grand Bestiary*.

### An Introduction To Cryptozoology

Cryptozoology is the study of magical creatures. The subject involves knowing how to recognize a creature, knowing how to behave when encountering the creature and knowing why the creature acts the way it does. A well versed cryptozoologist also knows how to care for, or defend against, a creature aside from





possessing knowledge on the practical use any magical beast encountered can offer: either alive, for example as means of transportation; or dead, in wands, potions, food, charms, rituals, etc.

The understanding of bestial behaviour has always been important but even more so when confluxes are becoming more populated and crowded by both creatures and witchards. A great knowledge of the creatures dealt with can end wars and save many lives. Such was the case with the famous treaty of Ios, between Greek witchards and the Minotaurs of Crete. Today, a similar war is raging in Germany, between werewolves and witchards. The knowledge acquired about werewolves is not enough to warrant a long lasting peace, but through education of both witchards and werewolves a mutual understanding might be possible in all but extreme cases.

## The Classification Of Magical Beings

For the purposes of distinguishing between different magical beings, a series of classifications have been agreed upon in most magicademical circles. The Von Schlichtwald Grand Bestiary makes use of four different systems of classification: Latin, Aboah, Manifestation, and Family.

The Latin classification describes the properties of a creature and helps connect similar species which does not share the same Family classification. In this brief version, Latin classifications are included to ease further studies in the subject. The most complex classification is the Aboah. It tells whether or not a creature is capable of understanding moral and ethical dilemmas and has the ability of self-reflection.

Beings with these abilities are called *arbeyal* creatures, while any creature lacking one or both characteristics are classified as *tofayal* creatures. Tofayal creatures can sometimes behave like arbeyal creatures, but they are governed by instincts and cannot reflect on their actions.

There is a third classification which describes creatures with an otherworldly understanding of morals and ethics. These creatures are called *parbeyal* and seems to be capable of a sort of self-reflection, though it is in no way reminiscent or relatable to our way of thinking and reflecting. Neither can they understand nor relate to the morals and ethics humans value.

Manifestation is a classification which tells how a creature interacts with the world. Creatures are classified as either *corporeal*, *spectral* or in rare cases *fluxual*. A corporeal being is solid and can directly interact with the physical world. Spectral beings are apparitions of one sort or another. Spectrals can be perceived, but are not affected by physical objects. Fluxual beings may change between corporeal and spectral in accordance to either their will or circumstances.

In this abridged version, all creatures are alphabetically sorted by Family. This is the most basic way of classification which is often closely linked with the origin or appearance of the creature.





## Notes on the Subject of Humans, Shapeshifting, Werewolves and Familiars

In some part of the world, humans are categorized together with the rest of the world's population of beasts and creatures. There is no post in here on regular human beings, neither mundane nor Gifted, since there are better subjects that deal with the understanding of the human nature through either history, anatomy or similar subjects.

However, the line between human and beast is an interesting subject to discuss. In this volume, that line is stretched thin between Shapeshifters and Werewolves.

The main difference between Werewolves and Shapeshifters is that Shapeshifters have voluntarily sought out the knowledge of the spell and decided to learn it, thus molding both their mind and body in accordance with the form of their chosen animal. Werewolves, on the other hand, are infected, although sometimes voluntarily, but once infected there is no choice in how the body and the mind will change.

Another would be that a shapeshifter is always (in theory) in control of itself, while a Werewolf will transform involuntarily at full moon and is likely to hurt its surroundings while being in werewolf shape. A shapeshifting spell is revocable, unless one's magic is blocked by a guardian, and while a Werewolf infection is also (as far as research has shown!) irrevocable, it cannot be blocked, only controlled to a certain degree.

There are a few similarities. In both cases, the witchard may change their diets and habits, for instance their sleeping rhythms, to match that of their animal self, and both can change at will. However, the art of shapeshifting falls under the subject of charms. Therefore, there is an entry about Werewolves but not Shapeshifters in this abridged version, even though both are human.

In this edition, Familiars are also included. This is because the ritual bond has to be established between a living creature and a human, and it is important to understand how a Familiar is different from their non-bonded kin, pets. Familiars are considered to be spiritual beings as well, due to them being tied to another being in a symbiotic and lifelong bond.

## Notes on the Subject of Dragons

Dragons are widely famous as a species of magical fauna. It is, however, an incredibly diverse and widespread species, and as is commonly known, all families of Dragons are unique in some way or another. For the purpose of writing about Dragons, they have been divided into five sub-species in order to make the subject more accessible and enlighten the reader:

The Arctic Dragon  
The Aquatic Dragon  
The Fire-breathing Dragon  
The Primal Dragon  
The Toxiferous Dragon

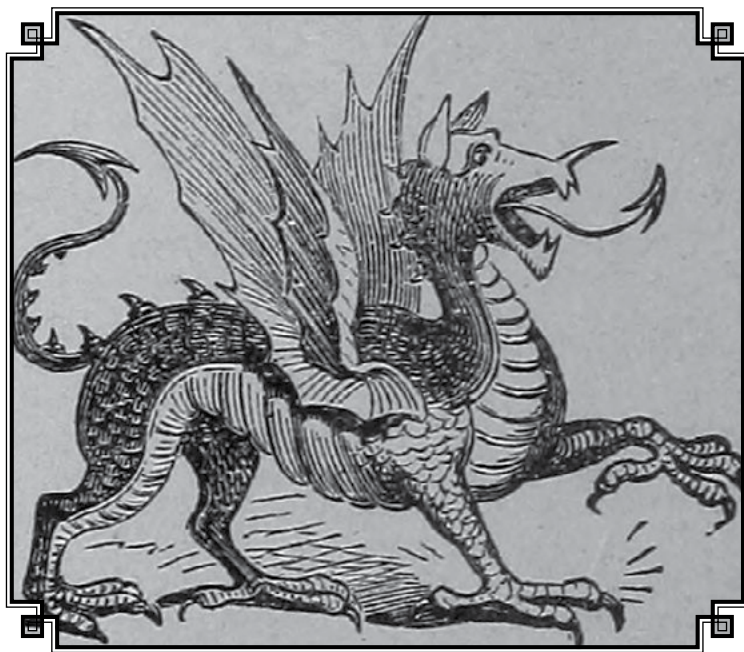




It is important to note that the species cover the unique magical properties, not physical shape and size. Similarly, sharpness of mind is not taken into account in the specification either. For example, an Arctic Dragon could be two-legged, winged, and possess above human intellect, or it could be four-legged, wingless and tarfoyal in nature. Both of them would be highly resistant to cold and capable of breathing arctic winds though, since all Arctic Dragons possess those qualities.

It is also relevant to mention that these are by no means the only types of Dragons, but merely those seen as the “core” breeds of Dragons. Think of them as the primary colours, from which a wellspring of new colours and nuances may be created from the mixing of primary colours. For a deeper understanding of all the different subspecies of Dragons, please refer to the complete Von Schlichtwald Grand Bestiary: 17th revised edition.

- The Editors





## **Section I - Averine creatures**

The family of averine creatures is defined by the fact that their natures are mostly bird-like. An averine creature has feathered wings but does not need the ability to fly. Nesting and roosting are also common denominators for all averine creatures which lay eggs with hard shells and usually care for their young.

## **Section II - Bovine creatures**

Creatures in the bovine family are usually horned or tusked. They tend to live in groups called herds if tofayal, and tribes if arbeyal. Many, but not all bovines, are domesticable. If they are not, they tend to be overly aggressive.

## **Section III - Canine Creatures**

This family includes creatures with mostly canine characteristics. Most canines are hunters with acute senses, they will either be very loyal pack animals or seek solitude, arbeyal canines are an exception to this rule. Most canines find dens for their offspring.

## **Section IV - Cervidae Creatures**

Cervidae creatures have most of the characteristics of a deer and are recognized by their cloven hooves and antlers which they usually shed once a year. Most, but far from all members of the Cervidae family are herbivores and herd animals.

## **Section V - Chimerical creatures**

The chimerical family should be treated with caution. This is due to the fact that they always have physical attributes of several different animals, and these conflicting attributes make them extremely unpredictable.

## **Section VI - Equine Creatures**

The equine family is rather large and consists of beasts which share most of theirs physical attributes with a horse. They are sorted in mares, stallions and foals just as horses and usually do not carry more than one foal at a time. Most equine creatures do not form large herds, though some do.

## **Section VII - Fae and fairy creatures**

The family of fae and fairies either originated from the Faerie Realm and have made their homes in our world, or they have evolved from creatures that did. These creatures can be more dangerous than they appear at first glance and caution is advised. Even if they are classified as arbeyal they may still have remnants of their parbeyal nature left.





## **Section VIII - Feline Creatures**

Creatures in the feline family greatly resemble cats of various sizes. They are predators by nature and eat meat for the most part. Felines have cubs or kittens depending on their size and will have a litter of between one and five. Their bodies are covered in fur that may vary in colour, texture and length.

## **Section IX - Insectoid creatures**

The family of insectoids are cold-blooded creatures with more than four legs and multifaceted eyes. They always lay eggs which have a soft shell. This family includes spider-like creatures as well as beetle- and fly-like ones.

## **Section X - Humanoid creatures**

The humanoid family includes all humanoid creatures without Fae blood or spirit connection. They are either completely human in appearance, or share the most noticeable traits such as an upright posture, mostly fur- or featherless skin, and human head, hands and feet. Most humanoids are arboreal, but exceptions exist.

## **Section XI - Reanimated and Undead creatures**

This family includes both reanimated and undead creatures. These are recognized since they do not bear the marks of life. They are either born or created from what is left behind by another living creature, either soul or body.

## **Section XII - Reptile creatures**

Members of the reptile family are usually covered in scales of some sort. They are cold-blooded creatures, usually but not always with a liking for dark damp places. Reptiles lay eggs and then usually leave the young to fend for themselves, with the exception of the Dragons.

## **Section XIII - Spirit Creatures**

Spirit creatures form a family of creatures that are recognised by their connection to the natural world or another creature. They are often dependant on one or another spirit or lifeform for their survival. This can be a symbiotic bond or a parasitic one, but if the bond is in any way severed, the spirit creature will eventually die. Some may be able to create new bonds within a certain time to ensure their survival.





### **Averine creatures**

- 10 Fenix [Cortuus Incendere]
- 11 Griffin [Gryphus]
- 12 Harpy [Harpeia]
- 13 Roc [Pavo Gigas]
- 14 Simurgh [Pavo Canis Caelum]
- 15 Stympalian bird [Avis Aeris]
- 16 Thunderbird [Cortuus Tonitrus]

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- 18 Minotaur [Taurus Erectus]
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### **Canine Creatures**

- 20 Fairy Dog [Fata Canis]
- 21 Hellhound [Canis Mortis]
- 22 Kitsune [Yokaii Vulpines]
- 23 Kludde [Carnivorus Primus]  
*Werewolf [f. lycan] (see Humanoids)*

### **Cervidae Creatures**

- 24 Peryton [Mors Volans]
- 25 Reindeer [Rangifer Tarandus]

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- 26 Chimera [Chimaera]
- 28 Cockatrice [Gallus Serpens]
- 29 Wolpertinger [Chimaera Minor]

### **Equine Creatures**

- 30 Centaur [Centaurus]
- 31 Kelpie [Fata Equus Aquae]
- 32 Karkadann [Equus Cornigeris]
- 33 Kirin [Bellatora Ferus]
- 34 Nightmare [Tenebrae Timoris]
- 35 Pegas [Pegasus]
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### **Fae and fairy creatures**

- 38 Alp-luachra [Parasitus Comedenti]
- 39 Bogle [Fata Minor]
- 40 Fae [Fata]
- 42 Fairy [Fata Flora]
- 43 Gnome [Fata Gnomus]
- 44 Pixie [Ludicer Minor]
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### **Feline Creatures**

- 46 Bakeneko [Yokaii Felis]
- 47 Bastet [Felinus Bastae]
- 48 Great Sphinx [Profelis Sphingiatæ]
- 50 Mnga [Profelis Mngwaedis]
- 51 Sphinx [Felidae Sphingis]

### **Insectoid creatures**

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### **Humanoid creatures**

- 54 Jotun [Versipellis]
- 55 Nisse [Domus Aquilonis]
- 56 Siren [Sirena Sirensis]
- 57 Troll [Trollus Cavaticus]
- 58 Werewolf [f. Lycan]

### **Reanimated and Undead creatures**

- 60 Banshee [Fata Cacophona]
- 61 Black-eyed People [Oculus Niger]
- 62 Ghost [Spectrum]
- 63 Vampire [Lamia Sanguinae]

### **Reptile creatures**

- 64 Basilisk [Basiliscus Basiliscae]
- 65 Aquatic Dragon [Draco Maris]
- 66 Arctic Dragon [Draco Niveus]
- 67 Fire-breathing Dragon [Draco Igneus]
- 68 Hydra [Lernaia Heidra]
- 69 Toxiferous Dragon [Draco Toxicus]
- 70 Primal Dragon [Draco Primordialis]

### **Spirit Creatures**

- 72 Dryad [Anima Silvana]
- 73 Wisp [Fatuus Ignis]
- 74 Familiar [f. Familiaris]
- 76 Neck [Aqua Anima]
- 77 Shadowstar [Umbra Stellaris]





An early picture of the famous trio of Fiona Novak, Marion Stuart and Erhard Schatten from their time as students at Czocha College of Wizardry in the early 1920s. At Czocha the three witchards formed a group known as Manus Stupiditus, and soon went on to excel within the witchard community with brilliant research and groundbreaking work in the fields of Beastology and Herbology.

Many of the group's findings have indirectly paved the way for modern European cryptozoology - mostly by demonstrating how things are NOT to be done! Especially their study of dragons and werewolves are worth mentioning as two of their greatest achievements. Every beastology student should be familiar with their textbook *Werewolves In The 20th Century – A Complete And Generally Safe Guide To Their Ordinary Life And Unusual Habits* and the less famous but equally important sequel *No, No, It's Only A Scratch – A Practical Guide To Studying Werewolves*. In the late 1940s the trio studied dragons in Austria with a wizard known only as 'Leo'.

Though he has been of great influence in the trio's work with dragons, his identity is still unknown. Theories have arisen that it could be Leonard "the Magnificent" Beyersdorf, who is famous for his work with dragons and was a student at Czocha simultaneously with the three witchards. At that time, Leonard the Magnificent's rise to fame had already begun, as he with great skill healed a fatally ill dragon cub during his last year at Czocha. After several years in Austria, Schatten started conducting experiments on his own. As it is commonly known, the later work of Schatten has been condemned as unethical, controversial and dangerous. Much of his findings remain unknown, as Stuart and Novak have refused sharing their knowledge about his experiments. Even though Schatten lost most of his acknowledgement in the witchard community he should still be recognized as an important part of Manus Stupiditus.

Critical scholars say that the picture bears a striking resemblance to a picture taken of the infamous Arithmancer Protégé M. Nissen, Schatten's twin brother (who was M. Schatten before he changed his name). Conspiracy theorists even claim it is the same picture, but wacky witchards will believe anything!

Whatever the truth about the picture and Schatten & Nissen, this book is dedicated to these three and their "learning by failing" concept. May we never see that again.

- The Editors





**Name:** *Fenix [Cortuus Incendere]*

**Alternative names:** *Phoenix, Bennu, Sunbird*

**Classification:** *Tofayal, Corporeal*

**Place of origin:** Fenixi are believed to originate either from the sunny plains of Africa, because the oldest records of the sunbird come from the great egyptian witchards of old times; or the mountains of Olympus, where old works of art have been found depicting flaming birds. Which one is true is a matter of debate. Since there is nothing left of a Fenix once it dies, no amount of research can verify or deny any claims of its origin.

**Physical description:** An adult Fenix has bright orange, yellow, red, and golden feathers. Their tail plumage is similar to that of a peacock. A Fenix has a wingspan of 1.5 meters. They are extremely graceful creatures. Their bodies are small compared to their wings, and they are very slender. They have a sleek head and a distinct beak, along with a majestic crest on their head.

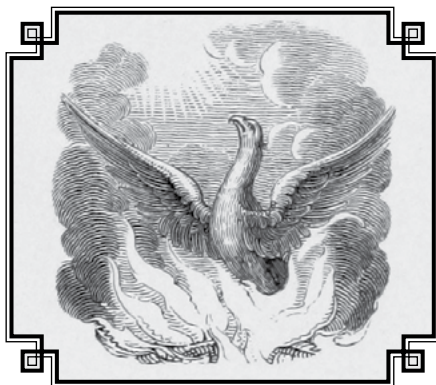
**Natural habitat:** Little is known of the life of Fenixi. They are rarely seen when the sun is not bright, and seem to prefer warmer countries around the equator.

**Habits:** Being creatures of the sun, they are usually seen playing in the sunrise and sunset. They have a life expectancy of 5-10 years, but as long as they do not die by magical violence, they will catch fire and a new bird will rise from its ashes.

Fenixi mate once per life cycle, and will have no more than three chicks, but often none. A Fenix pair will never outlive each other by more than a week, and the reincarnations will never mate in their next cycle. Reports of Fenixi saving children, both mundane and witchards, from burning buildings are scattered around the world. Because of their slow reproduction rate, it is believed that they cannot see any child suffer the death of flames.

**Special properties:** Most iconic is the capacity for magical rebirth in the Fenix. It is also capable of withstanding enormous temperatures, and is strong enough to carry a human child in flight.

**Practical use:** Fenix feathers used in wands will make the wands protective of their masters, boosting defensive spells. Simgurd Firewalker is rumoured to have made a suit of Fenix feathers in which he could walk through any flame or fire without harm. Fenix tears are known to have great healing properties but are extremely hard to obtain.





**Name:** Griffin [Gryphus]

**Alternative names:** Grýphōn, 𐌹𐌸𐌺 (Huma)

**Classification:** Tofayal, Corporeal

**Place of origin:** While the Greeks coined the term “Griffin”, evidence suggests that the species actually hail from ancient Persia or Egypt.

**Physical description:** An average Griffin stands just a bit taller than a large horse. It is a hybrid animal, with the body, tail and hind legs of a lion; and the head, wings and front talons of an eagle. The life expectancy of a healthy Griffin is 45-55 years.

**Natural habitat:** The original Griffin species finds its home around dry desert air and usually claims territory among small pools of water, like oases. The species has branched out though, and subspecies of the Griffin can be found all around the world. The Scandinavian Storm Griffins [Gryphus Scandinavicus Tempestatis] make their home among the cold fells of Norway and Sweden, while the Timber Griffins [Gryphus Silvae] of central Europe nest in the great forests of Germany, France and Italy.

**Habits:** The diet of a Griffin mainly consists of fish and lesser avians. The Griffin is a territorial and protective creature, and a pride of Griffins will zealously guard the borders of their territory. Griffins are quite intelligent, and Timber Griffins can indeed be trained even to the point where one can ride them. One should always keep in mind that Griffins also tend to be both stubborn and proud creatures, and a careless, disrespectful attitude towards the beast will almost surely end with a violent incident. This is especially true for the Golden-tailed Storm Griffin [Gryphus Scandinavicus Auricomus]. The only thing they respect is a pure truth and honest courtesy. When approaching a Golden-tailed Storm Griffin, make sure to bow deeply, and show them your utmost respect, since they are quick to take offence and never forgive. Also bring two vials of pure truth, one to gift the Griffin and one to keep you safe. Never harbor any lies while dealing with a Golden-tailed Storm Griffin. They are very sensitive, and usually react with extreme violence.

**Special properties:** With its strong wings, the Griffin is easily capable of taking flight. It can even carry a grown person on its back without losing momentum. The Griffin is also known to instinctively know whether a person is honourable, courageous or worthy, depending on the source. It is known that some subspecies can become ill or sick, and it can even be fatal for a newly hatched nestling, if surrounded by too many dark lies. This has been the source of much controversy, as many prominent witchards throughout the ages have been quite insulted by the non-acceptance of a Griffin, claiming that this supposed property is complete humbug.

**Practical use:** Griffin feathers were used as truth quills, the Golden-tailed Storm Griffins being the most powerful. Their fur and skin makes good wards against illusions which is why they were almost hunted to extinction two decades ago. Today, wandmakers barter with Griffins for their feathers to create formidable wands especially suited for guardians since they will enhance their true and noble calling.





**Name:** Harpy [Harpeial]

**Alternative names:** Vittra

**Classification:** Tofayal, Corporeal

**Place of origin:** Harpies originate from the Mediterranean, more specific the Mediterranean Sea where different colonies occupied different islands.

**Physical description:** Harpies are human-sized birds with a human head and torso, baring a pair of sharp canine teeth. Their claws are razor-sharp and usually covered in blood and gore.

**Natural habitat:** Harpy colonies can be found in clutches of trees, usually on higher ground or near plains or water where other carnivores hunt and leave carcasses of their prey.

**Habits:** Harpies are scavenging creatures usually roosting in large colonies with a clear matriarchal hierarchy. Often, the matriarch will reside in a hut-like tree house while the other members of the colony use simpler shelters among smaller trees.

They love sparkly and shiny things as well as secrets and the best way to get a Harpy queen's approval is to adore her with jewelry, never speak the whole truth and pretend not to be bothered by her inevitable stench.

**Special properties:** Harpies are specialized in finding things hidden; left-over prey, buried treasures or lost artifacts. They do not have any sense of value but will treasure anything secret and shining and go to great lengths to find and bring it to their matriarch.

**Practical use:** Poison makers can use Harpy claws with great success and their eyes have been used by treasure hunters to find anything that shouldn't be found.





**Name:** Roc [Pavo Gigas]

**Alternative names:** Rokh, Rukh

**Classification:** Tofayal, Corporeal

**Place of origin:** The Roc can be traced back to ancient Persia, and may be related to the Simurgh.

**Physical description:** A Roc is an enormous eagle with a wingspan measuring almost 10 meters. In flight, they can eclipse the sun completely.

**Natural habitat:** Rocs prefer the dry, warm climate of the Middle East, and can most commonly be found in that area. Despite this, the last couple of centuries have been a period of spreading out into the world for the Roc species, and today they can be seen in almost all parts of the world.

**Habits:** Rocs nest in mountains with their mate and yearlings. They hunt large game and may take prey as large as an Olifant. Often, they will share their meal with both their chicks and mate.

They are commonly viewed as being aggressive, but the truth is that they are very protective of their family and their nest, and will fiercely protect it from anything they see as a transgression, even from something the size of a large Dragon.

**Special properties:** Apart from their enormous size and incredible strength and endurance, no special properties are known. They are, however, believed to be related to the Simurgh and further research about their relation is needed.

**Practical use:** Rocs have been hunted for their meat and their eggs which are said to be exquisite but there are no known magical use for the Roc.





**Name:** Simurgh [Pavo Canis Caelum]

**Alternative names:** Semrug, Anqā, Zumrud

**Classification:** Arbeyal, Corporeal

**Place of origin:** The Simurgh trace their origin to the lands of ancient Persia. However, they can be found all around the Middle East.

**Physical description:** The Simurgh is a gigantic bird, larger than mundane whales. It sports a brilliant coat of feathers with colours varying based on region. The classical, Persian Simurgh has feathers the colour of copper, while the Turkish variant displays luminous green, blue and red feathers. The head of a Simurgh is that of a slender dog's head. There is no known case of a Simurgh dying of old age, and it is presumed that they do not age beyond adulthood.

**Natural habitat:** The Simurgh makes its home around great heights and plenty of water, preferably at mountain lakes. It is in such places that the Simurgh will nest, raising their chicks. The young Simurgh will live in the nest for the first few years of their lives, where one of the parents will stay to feed them and educate them verbally. The Simurgh is protected by the local councils of its habitats. Because the Simurgh mate very rarely and the healing properties of its blood, the Simurgh has been hunted to near extinction.

**Habits:** Simurgh are solitary creatures, with the exception of mating. Between mating and roosting, the two Simurgh will stay together. However, as soon as the chicks are hatched, one of the Simurgh typically leave the nest never to return. The Simurgh is capable of human speech. It loves to teach and guide adventurous mortals, and more than one ambitious witchard through the ages has left for the mountains to seek a Simurgh teacher. The Simurgh has a natural rivalry with snakes, and will always react violently to encountering one such creature, mundane as well as magical.

**Special properties:** One of the immediately noticeable properties of the Simurgh is its size. It is said that the Simurgh is large enough to lift an elephant from the ground or a whale from the sea and take off with it. The Simurgh has a perfect memory, and combined with its potentially endless lifespan, it makes the creature immensely useful for things such as gathering information and settling disputes. While the enormous bird is quite resilient and extremely hard to kill, most sorts of snake venom will work like acid on the exterior of the Simurgh.

**Practical use:** Contrarily to its weakness to snake venom, the blood and tears of a Simurgh is capable of curing snake venom with almost total success. Another remarkable attribute of the Simurgh is its feathers. If the Simurgh willingly grants a feather to a person, that person can burn the feather to gain a temporary telepathic link to the Simurgh. While extremely rare due to the difficulty of obtaining it, using a Simurgh feather can be employed as a wand core with great success. A wand with a core of Simurgh feather is especially suited for scrying and healing.







**Name:** Stymphalian Bird [Avis Aeris]

**Alternative names:** Στυμφαλίδες ὄρνιθες, Stymphalides Ōrnithes

**Classification:** Tofayal, Corporeal

**Place of origin:** Originating from the Mediterranean sea, the Stymphalian Bird migrated to Arcadia and later made their home on an island in the Euxine Sea.

**Physical description:** The Stymphalian Birds are the size of a falcon, have hawk-like beaks of bronze and sharp metallic feathers.

**Natural habitat:** The Stymphalian Birds are very rare nowadays, most are found in captivity, bred and kept for their special properties. A flock was last spotted in the wild on the Dzharlygach Island in the Black Sea some 50 years ago.

**Habits:** Stymphalian Birds have always been few in numbers since they only lay one egg every other year. They will roost in colonies near the sea where they can protect their precious young. They are known to attack people in the wild. However, when trained, they can spot wolves from afar, and the most prized birds can even distinguish a Werewolf from other people while in human form.

**Special properties:** They have an inbred hatred for wolves, and this instinct have been nurtured over the generations by witchards who have found this a useful trait. Through a mixture of thoughtful breeding and magical genetic enhancement, some strains have silver tipped wing feathers and beaks instead of bronze. Their guano is said to weaken a Werewolf, and is highly poisonous for wolves.

**Practical use:** Stymphalian Birds have been hunted for their feathers, which are exquisite, both as decoration and useful in the creation of practical and decorative armour. Since the Lupine war in Germany, the breeding of Stymphalian hunting birds have increased ten-fold. In some confluxes, the owning of a Stymphalian bird is restricted and licences are used to regulate the trade and breeding.





**Name:** Thunderbird [Cortuus Tonitrus]

**Alternative names:** Kw-Uhnx-Wa (Nootka), binesi. (Ojibwa)

**Classification:** Tofayal, Corporeal

**Place of origin:** Thunderbirds are native to America but was hunted almost to extinction. A few fled to Alaska, Northern Russia and Iceland, others were kept as pets in confluxes all around the globe. They have only recently been reintroduced in magical preserves in America, and are now slowly repopulating their native grounds.

**Physical description:** Thunderbirds are great birds with bright blue and silver feathers. Their beaks are large, pointed and golden, lined with teeth. The male Thunderbird are larger than the female but bleaker in its colours and have a smaller plumage. The tail feathers of female Thunderbirds are long and gracious and have the brightest colours.

**Natural habitat:** Thunderbirds are migratory birds found along the coasts but who nests in hot springs near mountains or cliffs.

**Habits:** Thunderbirds feed on fish which they hunt during the cooler months. When well fed, they will travel back to the plains and mountains for breeding.

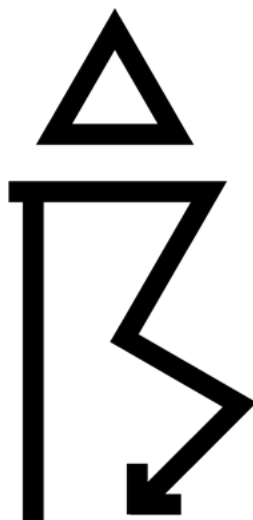
Thunderbirds are usually peaceful birds for most of the year but in the autumn and winter, they gather to find a mate. Their plays and fights are vicious and result in savage storms with thunder and lightning, giving them their name.

After the mating season they lay their eggs in hot springs and leave for the coast. The young birds hatch as the spring dawns and will hunt their first year in lakes, rivers and streams close to the hot spring where they hatched. They will typically not mate their first two years.

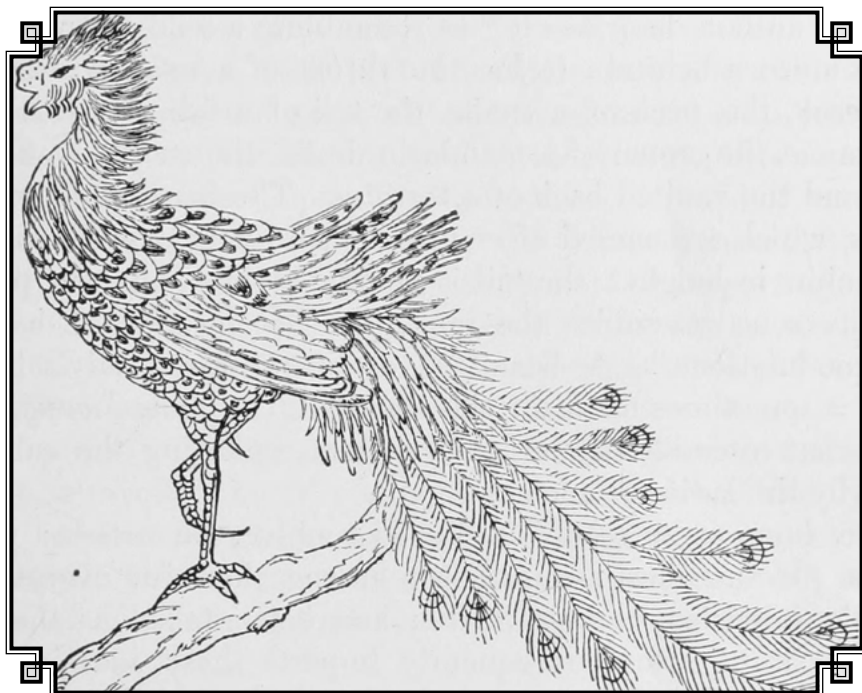
**Special properties:** When a Thunderbird feels threatened, it will flap its wings to generate a thunderclap. Older specimen with more silver feather can also generate lightning. Not only are they extremely beautiful birds but they are also known to predict and influence the weather, which made them invaluable as pets.

Various indigenous American peoples of the Pacific Northwest Coast has traditionally kept them as communal pets, where the children of the villages would tend to them, leave them food, and take them to hot springs and lakes in the nearby areas. Some prior European cryptozoologists during the age of colonisation had taken this to mean that the indigenous peoples 'worshipped' these creatures, but this has largely been shown to be false.

**Practical use:** Thunderbirds are tied closely to the weather and the very bones and every feather may influence the winds, clouds or storms. Live specimen caught at a young age can be trained by a skilled witchard to do its bidding. The Thunderbirds were hunted almost to extinction two hundred years ago. Now it is strictly forbidden in most confluxes to own, trade or associate with any part, living or dead, from a Thunderbird and the population has slowly increased again due to extensive preservation programs involving both cryptozoologists and guardians around the world in the duty of tracking down any poachers.







Never, ever think you can outsmart a nine-tailed fox. Now, as you know I'm a very intelligent man. I would go so far as to say I'm one of the great minds of our age, the intellects on which the magical knowledge of our time rests.

If I get tricked by a fox, so will you.

Perhaps it only has three tails. You think that such a junior member of the fox family is not going to be so formidable. You go out for drinks. You talk about magical research. You feel you're bonding. The fox tells you things that sound like secrets. You feel comfortable doing the same. Now my son is married to a fox. Imagine what would happen to you.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)





**Name:** Minotaur [Taurus Erectus]

**Alternative names:** Minotaurus, Minoan Bull

**Classification:** Arbeyal, Corporeal

**Place of origin:** The Minotaurs bred fast after first appearing in Greece and had their golden age as the rulers of Great Empire of Crete. After the empire fell they have spread out over the world in smaller tribes.

**Physical description:** Minotaurs are strong, humanoid creatures with the head of a bull on an unproportionally muscular human body. They are prone to piercings and in some tribes, tattooing is common and a way of showing one's superiority. Female Minotaurs exists but looks almost the same which have created the myth that there are only male Minotaurs.

**Natural habitat:** Minotaurs of today prefer remote woodland, caves, and labyrinths.

**Habits:** Minotaurs are warriors, obsessed with honour and status. Their hierarchy is built on challenges where your worth is shown in a test of strength. Being remnants of an ancient race that used to rule the Greek islands they are proud and quick to take offence. It is said that the witcharding community of ancient Greece only managed to negotiate the famous peace treaty of Ios with the Minotaurs of Crete by cleverly gifting the Minotaur chiefs with large bouquets of chamomile flowers, which has a naturally relaxing effect on Minotaurs. The witchards then insisted on having all negotiations on the neutral island of Ios, also known for great fields of chamomile. The negotiations are said to have been the most peaceful dealings with Minotaurs ever recorded. The treaty gave the witcharding community great stability and a good source of trade in many magical ingredients otherwise very hard to obtain for almost a century. The treaty only ended when the Minotaur reign ended due to violent infighting among the many different Minotaur tribes. The survivors are still fierce fighters and competitive spirits, but not mindless brutes. They have adopted a code of honour and are able of relatively peaceful coexistence with witchards.

You should however never disrespect them and it is sensible to bow to them when you first meet. If you wish to talk to a Minotaur, first you need to either give them one of your belongings—or challenge them to a physical contest. Such physical contests are rarely even possible to complete for a normal human. Do not meet a Minotaur's stare, they consider looking at them in the eye a challenge.

Today, most Minoutars have treaties with the witchards living in the same conflux preventing violent challenges, which is common among Minotaurs and often leading to injuries or even deaths. Typical contests with witchards are: Who can throw a stone (or javelin) the farthest? Who can lift the heaviest object? Who can hold a heavy object in their outstretched arms the longest? Who can run faster? Who can jump higher? In short - anything related to fighting skills and physical prowess. Fortunately witchards may use the wand (to make a stone appear crushed or to actually obliterate it, if they know the right incantation). If you win the contest, the Minotaur will treat you as an equal and you may converse with them freely if not you are not worthy of its time and you will be ignored until presenting a suitable gift, showing them you respect their superior strength.

**Special properties:** Minotaur are extraordinarily strong and quick to take offence. However they are very sensitive to chamomile flowers, which has a naturally relaxing effect on Minotaurs and can make them docile or even friendly.

**Practical use:** Minotaur earwax can be used as an ingredient in potions that affect the hearing. Minotaur urine is extremely pungent and can be used to keep most magical creatures away. After defeating them in a challenge, most Minotaurs can be persuaded to offer up one or the other of these by-products. Minotaur horns can be used in libidopotions but they are hard to obtain.





**Name:** Olifant [Barrus Oliphantus]

**Alternative names:** Elephant Giant

**Classification:** Tofayal, Corporeal

**Place of origin:** Olifants are believed to originate in forests of India and on the plains of Africa

**Physical description:** Olifants are thought to be large grey or black beasts with long trunks and two sets of massive tusks. Calculations made using the size and depth of their footprints and skeletal remains have lead cryptozoologists to believe they can weigh up to 4 tonnes and their tusks can be as long as 2.5 meters.

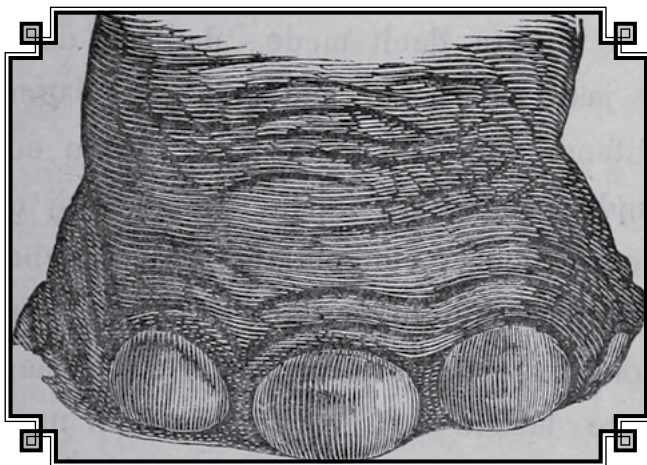
**Natural habitat:** Olifants can be tracked in forests or plains with shrubbery in easy reach of their trunks. Rangers have tracked an Olifant herd great distances between waterholes or rivers, which they can travel between every day to find new grazing-grounds.

**Habits:** Olifants are believed to live in herds of up to thirty animals in ages ranging between newborn and individuals up to 60 years old. They are usually very hard to spot even if their size should give them away easily. This is due to their extraordinary crypsis abilities which makes them virtually invisible. They do not seem to be very intelligent but have a good memory since they are visiting the same waterholes, rivers and springs.

The Olifants leave a trail of eaten grass, shrubbery and trees which has lead to the conclusion that they are herbivores and eat grass, twigs and leafs. Some cryptozoologists argue that they also pick fruits and berries if available. Olifants are rarely seen but if threatened they can be extremely dangerous due to their size and tusks. Every year there are suspicious incidents believed to be caused by Olifants in distress.

**Special properties:** The crypsis is the Olifants main ability and also what makes the study of them so incredibly hard. First they seem learn to control their camouflage which lets them change the colour and texture of their skin. After that they are believed to quickly master the mimicry which will let them shape their bodies in order to blend with their surroundings. Only rare eyewitnesses of a grown Olifant have been reported and due to the crypsis they vary greatly in quality and reliability.

**Practical use:** According to experts and sales witchards, blood, skin and tail hairs from an Olifant can be used to create invisibility cloak. The tusks are also sought after but not for magical reasons.





**Name:** Fairy Dog [Fata Canis]

**Alternative names:** Fairy Hound

**Classification:** Tofayal, Corporeal

**Place of origin:** The Fairy dogs are magical dogs originating from Ireland.

**Physical description:** There are different breeds with sizes varying greatly from rabbit size to the human breast height. Their fur is greenish, often with a hint of grey, brown, or blue and, if domesticated by Fairies, adorned with flowers.

**Natural habitat:** Fairy dogs can be found wild near Fairy circles or similar otherworldly locations, but are usually seen domesticated near ancient places of power, confluxes, and the more remote regions of Ireland.

**Habits:** Despite the name, these canine beasts are not related to either Fairies or Fae, but have been domesticated by Fairies and are used as guard dogs. They are loyal to their Fairies and keeps arthropods and other unwanted creatures away, as well as anyone thinking a Fairy prey.

**Special properties:** The Fairy Dog has an uncanny ability to notice magically hidden creatures.

**Practical use:** The Fairy dog can be domesticated by witchards as well, but they are not as loyal to human masters as they tend to be to Fairy ones.



### Scholar's Note

While on an expedition to Central Asia to search for records of ancient domestication of Fairy Dogs, the intrepid Stenøya scholar Mar Lenseni and his band discovered something completely different. A local magical beast that looked like a horse without wings. Some of the expedition thought it was just a regular horse, but apparently the creature offered these expedition members gold using telepathy. Being witchards, they had no use for gold, but when they came home from the Central Asian plains (without finding Fairy Dogs) they still had the Mundane-like lust for gold. Lenseni named the creature *Hyperius*, but most people still jokingly refer to it by its original name; *Horse Without Wings*.





**Name:** Hellhound [Canis Mortis]

**Alternative names:** Black dog, Barghest, Cŵn annwn, Gabriel's hound

**Classification:** Tofayal, Spectral

**Place of origin:** The origin of the Hellhound has been the subject of much debate, and since Hellhounds have been spotted over most of Europe, nobody has been able to say anything about this matter for sure.

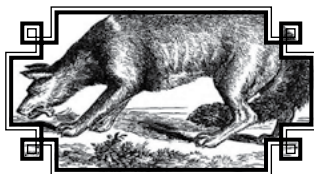
**Physical description:** A typical Hellhound looks like a dog, usually black, roughly as tall as a pony. The appearances of Hellhounds vary from region to region though. The hounds of Wales, for example, are usually white, with darkened red ears. Common for all the variations of Hellhound is that they appear spectral.

**Natural habitat:** The natural habitat of a Hellhound is somewhat debatable. Even though many recorded sightings of the Hellhounds on the hunt are available, very few reliable reports of actually seeing the den of a Hellhound exist. Some cryptozoologists accept the notion that the Hellhounds naturally find their dens around their hunting grounds, while other cryptozoologists refuse to acknowledge this. Some of these cryptozoologists have even gone on long expeditions, following the Hellhounds from their hunt. Few of these cryptozoologists have been registered returning.

**Habits:** The Hellhound has a strong pack instinct, and will always hunt in a group. Some witchards have managed to bring a pack of Hellhounds under temporary control, but this has been proved a perilous experiment; even a moment of lost control can result in horrible maiming and death of the witchard. If left uncontrolled, the Hellhound will hunt those who has meddled with death in one way or another. This includes anything from serious necromancy to sick people on life-saving medication.

**Special properties:** As a spectral creature, the Hellhound requires no sustenance or sleep, and is immune to most sorts of physical harm. The Hellhound is a lot faster and stronger than its size suggests, and is capable of interacting with physical objects or people when attacking. This short moment is also the only chance of harming the creature through non-magical means. The Hellhound also has the ability to turn itself invisible, although this is not a perfect invisibility; while invisible, the hound makes a constant sound like that of rattling chains. The creature also displays incredible senses, particularly those of smell and hearing. In addition, the hound is capable of sensing deathly energies, sniffing out a necromancer or hearing the heartbeat of a sickly person. The Hellhound has also displayed what is commonly called the Evil Eye. It is said that anyone looking directly into a Hellhound's eyes will surely die soon after. This is, of course, an overstatement, but establishing eye contact with a Hellhound is known to provoke a strong curse of bad luck.

**Practical use:** Since the Hellhound is a spectral creature, only becoming corporeal while attacking, it's not an easy task to obtain anything of remaining value from it at all. Some magicademical circles claim that there are ways to deal with this obstacle, like freezing it while it is trying to rip off your arms or experiment with ancient necromantic rituals - these are only considered rumours, though, and it is highly advised to not risk one's life trying any of this. If you happen to get your hands on its fangs, keep them, as they can be crafted into powerful protection talismans specifically against creatures lurking in the shadows.







**Name:** Kitsune [Yokai Vulpines]

**Alternative names:** Fafox, Nine-tailed-fox

**Classification:** Arbeyal, Fluxual

**Place of origin:** Kitsunes are originally found in Japan but variants are common all over the world. The nine-tailed-fox [Vulpines Nondula] also originates from Japan but is most common in China.

**Physical description:** Kitsunes are fox-like creatures who do not necessarily differ from their non-magical kinds in looks but have the possibility to change their appearance at will. The nine-tailed-fox is larger than other Kitsunes, and the one variety with most distinct looks while in its original form due to the many tails. It is believed that the number of tails is an indication of the Kitsunes age and also its wisdom.

**Natural habitat:** Kitsunes are usually found in or near a powerful Dryad's grove but have been known to travel long distances between different groves and are often seen near roads. In Japan, the nine-tailed-fox is revered and sometimes worshipped for their wisdom and therefore more likely to seek the company of humans.

**Habits:** Kitsunes are known to have a trickster nature and are curious creatures. Being able to travel both the magical world and the mundane world without attracting much attention makes them ideal for bringing messages between powerful spirit creatures and witchards.

Kitsunes are known to visit populated areas from time to time to satisfy their curiosity or get scraps of food such as bread, sweets, and sausages though they normally hunt smaller prey.

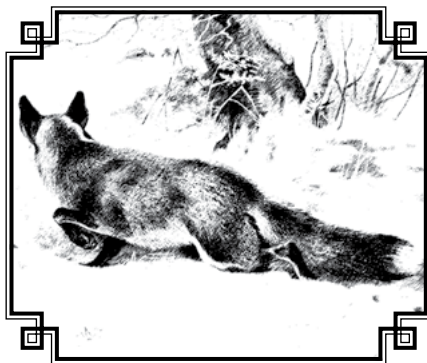
Kitsunes, and specially the nine tailed fox, sometimes take human form and seduce humans, witchards as well as mundanes. They are known to be able to have children with these humans, and the children can in some cases become full-fledged Kitsune themselves. The Kitsunes often leave their children in the care of these humans when their wanderlust strikes them again.

Otherwise, they bear and rear their young in dens located near or in a powerful Dryad's grove since this gives them a sense of security for their young, and sometimes they leave their young in the Dryads care for months.

It is unknown how long a Kitsune can live, but they have a much longer lifespan than any mundane fox, and most likely longer than any human. Especially the nine-tailed-fox is believed to be able to reach a respectable age.

**Special properties:** Kitsunes can change their appearance at will, but does so with great care. They seem to be very fond of their natural shape, but can appear as other creatures, even humans, to better communicate and blend in and also in some cases mate. The one feature they cannot change are their eyes.

**Practical use:** Kitsunes are rarely used for artifice-work. However, certain Japanese rites are able to create a special tomb for its corpse which preserves its spirit past death to serve, protect, or guard the place where it lived - assuming the spirit is treated right.





**Name:** Kludde [Carnivorus Primus]

**Alternative names:** Kleure

**Classification:** Tofayal, Corporeal

**Place of origin:** Kluddes originate from Belgium, but have spread to all corners of the world.

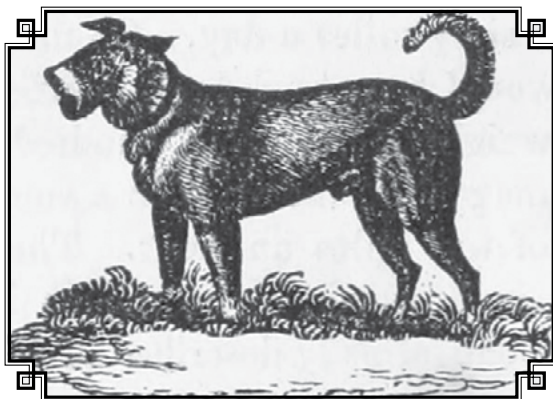
**Physical description:** Kluddes take the shapes of large, indigenous predators. In northern forests of Scandinavia it's common to see Kluddes in the shapes of bears and wolves, while they usually take the shape of large feline beasts, such as lions or cheetahs, on the steppes of Africa, tigers in the Tibetan mountains and a specially vicious breed of dogs in China. Sometimes, they are also sporting wings. No matter what shape they appear in, they leave prints similar to a large wolf. What characterises all Kluddes the most are the burning blue eyes and the mane of cold blue flames surrounding their necks. Another warning sign to be weary of is the sound of rattling chains that follows any Kludde but also makes them easily confusable with Hellhounds at a distance.

**Natural habitat:** A Kludde will prowl vast forested areas with a good supply of fresh water and long, lonely roads.

**Habits:** Kluddes hunt on the roads, and their main prey is lonely travelers whom they will attack from behind, usually breaking the neck in the first attack. They are not very territorial, but never hunt in packs. They will meet a mate on the road and then find a quiet den to raise one or two cubs.

**Special properties:** Kluddes can smell a single traveler from several miles away and are exceptional trackers, even after the physical scent is gone. As mentioned earlier, they are shapeshifters as well, and prefer to take the form most suitable for hunting in the area of which they reside.

**Practical use:** The fur of a Kludde serves as an efficient ingredient in many predatory rituals, and claws and fangs have been known to be used as wand cores. This makes quite unpredictable wands though, and caution is advised when using such a core.





**Name:** Peryton [Mors Volans]

**Alternative names:** Heart-hunter

**Classification:** Tofayal, Corporeal

**Place of origin:** The exact origin of the Peryton is unknown, but most scholars agree that they are not native to the north, where they live now. A theory goes that they originate from a civilisation now all but forgotten and sunken.

**Physical description:** A Peryton has the head, neck, body, tail and forelegs of a stag but wings and hindquarters with talons of a large predatory bird. Their antlers are large and spiked, and they shed them during the autumn. Their coloration is brown and similar to a stag, but their wings can be vibrant in colours, and their markings are specific to each individual. When the Peryton opens its mouth, however, it becomes clear that it is predatorial of nature. The mouth is full of wicked-sharp teeth ready to tear apart an unwitting creature.

**Natural habitat:** Perytons live in confluxes in colder parts of the northern hemisphere like the alps, Canada or Scandinavia. All they really need is a good supply of living prey and high places to nest.

**Habits:** Perytons nest on high cliffs or treetops. They prey on any creature with a beating heart, but prefer humans with Hexblood. It is not known why. They are extremely good fliers, and will dive from behind a cloud on their victim and then carry it off to their nest where they rip out the heart still beating. They live on the last beat and will take on some properties from their victims after devouring their prize.

**Special properties:** The Peryton never cast a shadow similar to its physical appearance. Instead its shadow will take the shape of the creature whose last heart they devoured. In some registered cases, the Peryton will also take on several magical properties of whatever they devour. One of the extreme examples is an isolated case where a Peryton ate the heart of a Dragon whelping. For a time after this, the creature was capable of breathing fire. Eventually, this killed the creature though, as it burned up from the inside.

**Practical use:** Wing-feathers of the Peryton is commonly used as a reagent in rituals concerning shapeshifting, and the powdered teeth and antlers of the Peryton has seen some use in protean potions.







**Name:** Reindeer [Rangifer Tarandus]

**Alternative names:** Caribou

**Classification:** Tofayal, Corporeal

Place of origin: Above the northern polar circle.

**Physical description:** The Reindeer is a moderately large cervid beast with relatively short legs. Both females and males grows antlers every year, but the stags will lose them in the winter and the hinds in the summer. Their fur can vary in both length and colour from snow white to brown or almost black and sometimes spotted, depending on their current habitat.

**Natural habitat:** The Reindeer are arctic creatures and lives on the tundra in Canada, Scandinavia, Greenland and the northern parts of Russia and China.

**Habits:** The Reindeer is an opportunistic, peaceful and trusting creature and adapted well into the mundane world when the confluxes grew smaller.

The largest population of Reindeer are indeed living in herds under the protection of mundanes where their only predator is mundane wolves and humans. Compared to the lives with the beasts that inhabit confluxes, it is to be considered safer. They are kept by mundanes for milk, transportation, meat, hides and antlers.

**Special properties:** Reindeer in packs have the ability to levitate. This ability is greatly decreased when far from a conflux but in great need they can muster the energy needed for a short flight by themselves. In desperate cases, a powerful witchard can also fuel the flight of a Reindeer.

**Practical use:** Reindeer can be used for levitating transportation by harnessing them to a carriage or sleigh. There are no other magical uses known for them.





**Name:** Chimera [Chimaera]

**Alternative names:** Chímaira, Chimaera

**Classification:** Tofayal, Corporeal

**Place of origin:** The term 'Chimera' was coined in ancient Greece, but many variations of the Greek Chimera has been found all over the world.

**Physical description:** The physical appearance of a Chimera varies depending on the location and climate. Mutual for all Chimeras is that they are composed of at least three different animals, usually local to the environment. The most famous, Greek Chimera [Chimaera Greca] has the body and head of a lion and the legs and hooves of a goat; the tail ends in the head of a venomous snake. Another common species of Chimera is the Spanish variant [Chimaera Hispanica], with the body and head of an enormous wildcat, the legs and hooves of a red deer and the tail of a non-venomous snake.

**Natural habitat:** Chimerae are found all over the world in a great variety of environments. The Chimera will usually seek an area with a suitable den, such as a cave or a large network of roots.

**Habits:** The Chimera tends to be an omnivore, as it usually possesses features of both herbivores and carnivores, but it will often prefer hunting for its meals. It is a solitary creature, and the area around its den will usually be barren for predators, all of them hunted down or chased out by the Chimera. Various witchards through the ages have attempted taming the Chimera, but to this date, nobody has been successful in domesticating the hybrid predator.

**Special properties:** Common in all variants of Chimerae is the ability to breathe fire. They also tend to be supernaturally resilient, as all of the witchards attempting to tame a Chimera can attest. Many unique properties vary based on species. Some sort of poison is common in many species, while others might have wings or gills.

**Practical use:** Due to the fact that most Chimera appear different from region to region, it is hard to name a lot of universally practical uses for the creature. One thing that is common among them, though, is their resilient hide, which is a popular material for coats and body armor.



I've always liked the wisp. Such a delightful little creature. Many people attribute malice to the wisp. You can't blame the innocent wisp on your own stupidity. I know that when you're brother or sister, spouse or child is dead, you don't want to hear that it was their own fault. Every time I explain this to grieving people, they curse me and call me callous. But it's true. The wisp is a delightful manifestation of the magical world. It's the people who are malicious brutes.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)







**Name:** Cockatrice [Gallus Serpens]

**Alternative names:** Calcatrinx, not to be confused with the Basilisk

**Classification:** Tofayal, Corporeal

**Place of origin:** The Cockatrice originates from England in the 13th century, where it is said that a witchard experimenting on animals by accident managed to hex three of his test subjects; a small Toxiferous Dragon, a bat and a rooster.

**Physical description:** A Cockatrice is a Dragon-like creature with a small stature, bat-like wings and a rooster's neck and head. They rarely outgrow the size of a pony.

**Natural habitat:** Cockatrices have made their homes in remote caves or abandoned stone buildings, but are otherwise kept by many eccentric witchards interested in further experimenting on this fascinating creature.

**Habits:** The Cockatrice is very aggressive, and will attack most other creatures on sight. Especially serpentine creatures seem to draw the ire of the Cockatrice, and many a Cockatrice has been known to venture out in search of snake-like creatures to kill and devour.

**Special properties:** Due to its somewhat malformed nature, the Cockatrice is not entirely capable of using its wings for flight. It can float, however, and is quite efficient at this. It also runs very fast, and is capable of emitting a lethal toxin through its mouth.

**Practical use:** Due to the faux nature of this creature, it is rarely harvested for materials. Its poison is, however, popular for a variety of purposes.







**Name:** Wolpertinger [Chimaera Minor]

**Alternative names:** Poontinger

**Classification:** Tofayal, Corporeal

**Place of origin:** The Wolpertinger is thought to have its origins in North America, and was since imported to Europe, particularly Germany, during the colonisation.

**Physical description:** The Wolpertinger has the head of a hare, body of a squirrel, antlers of a deer, jaw and canines of a wolf, and the tail of a snake. These small omnivores makes a strange sight, and have been known to confuse many a hiker. A sub-species; the Jackalope [Chimaera Minor Auster] has the body of a hare and the antlers of an antelope.

**Natural habitat:** The Wolpertinger is known to live in forest areas, and prefers nesting at the feet of mountains or other great rocks.

**Habits:** The Wolpertingers are omnivores, and will gather fruits and nuts to survive the winter, while preying on small herbivores like rabbits, squirrels, or small birds as well. They are, however, very skittish of nature, and will flee if startled by anything larger than a housecat. If cornered or caught in a territorial fight with another Wolpertinger, they will fight fiercely. The Jackalope is a herbivore, and if possible, even more skittish than their greater cousins.

**Special properties:** The unique chimerical composition of the Wolpertinger makes it immune to almost all known bestial diseases.

**Practical use:** Because of their diverse physiology, remnants from a Wolpertinger can be used to supplement a wide range of elixirs and ritual reagents.





**Name:** Centaur [Centaurus]

**Alternative names:** Hippocentaur, Kéntauros, Xentaro

**Classification:** Arbeyal, Corporeal

**Place of origin:** The Centaurs trace their roots to ancient Greece. However, the true origin of the Centaur species has been discussed eagerly among magical historians, since other supposed subspecies have been found in places such as Scandinavia.

**Physical description:** The Centaur is a hybrid creature, with the lower body and legs of a horse and the upper body, arms and head of a human. They are usually tall and physically imposing.

**Natural habitat:** Centaurs can generally be found only in rural areas, most often in forests. They usually make their home in the deep wilds of whatever area they claim as theirs. The Alcetaurs [Centaurus Alces], hybrids of moose and human and native to Scandinavia, can often be found in the large pine forests of Norway and Sweden. They can often be found in areas inhabited by Dryads or other spirits of nature.

**Habits:** Centaurs tend to live in families, though several families sometimes band together to form larger communities, especially in dangerous areas. They are generally hunters, but some Centaurs have been known to keep farm-like areas, cultivating crops.

They tend to live in areas populated by spirits of nature, and often serve as martial guardians to these spirits, utilising their incredible physique with conventional weapons, such as bows, swords and spears, to ward off enemies of the spirits, most often other creatures or unknowing Mundanes.

Historically, Centaurs have had strained relations with the magical society, such as the infamous incident of a young Centaur being kidnapped and autopsied without consent by a group of ambitious witchards, resulting in the largest gathering of Centaurs to date, and almost ending in war between the magical society and Centaurs.

**Special properties:** A Centaur is capable of incredibly swift land travel, and possesses an instinctive knowledge of whatever rural area it currently resides in.

**Practical use:** Due to the arbeyal and intelligent nature of the Centaur, it is considered highly unethical to harvest anything from the Centaurs.





**Name:** Kelpie [Fata Equus Aquae]

**Alternative names:** Each-uisge

**Classification:** Parbeyal, Corporeal

**Place of origin:** The Kelpie is said to originate from Scotland, but can be found all over the British Isles.

**Physical description:** The Kelpie can appear in several forms. Most famous is that of a seemingly mundane horse, usually black. The Kelpie can also choose to appear as a young, beautiful human and sometimes other forms as well. The original shape of a Kelpie has been thoroughly discussed through the ages, and though no conclusion have been made, evidence suggests that the shape of a horse or human is the preferred ones.

**Natural habitat:** The natural habitat of the Kelpie is the lakes and rivers of the British Isles. Though uncommon, Kelpies are known to be able to survive outside the British Isles, and a few Kelpies live in wildlife reserves around the world.

**Habits:** The temper and conviction of a Kelpie varies wildly. While some Kelpies will violently drown everyone they meet, other Kelpies have gone as far as marrying witchards, or even mundanes. The temper of a Kelpie seems to be based on its place of residence. The Kelpies inhabiting the lochs of Scotland are known to be extremely vicious, while the ones inhabiting rivers and lakes of the rest of the British Isles are a lot more likely to engage in dialogue. Common for all Kelpies is their parbeyal intelligence. While one can have intelligent conversations with a Kelpie, one will experience that the Kelpie will in no way understand that drowning a person would seem immoral.

**Special properties:** The Kelpie is a most well known for its shapeshifting properties. It is naturally capable of shifting between human and horse form, and some Kelpies are capable of shifting to other forms, such as that of a large bird. Many Kelpies have also shown signs of mild prophetic powers, predicting storms and bad weather and warning human settlements about it. A Kelpie in its equine form can be restrained by forcing an iron tack upon it, rendering it helpless to the person equipping it.

**Practical use:** Hair from the mane of a Kelpie is used as ingredients in a variety of potions, especially those dealing with transformation and transfiguration. Kelpie blood can also be used in rituals connected to shapeshifting. A Kelpie controlled by an iron tack can be used for riding, but this is very controversial and seen as barbaric because of the parbeyal nature of the Kelpie.





**Name:** Karkadann [Equus Cornigeris]

**Alternative names:** Kargadan, نگارک "Lord of the Desert"

**Classification:** Tofayal, Corporeal

**Place of origin:** Desert Regions, Specifically North Africa, Arabian Peninsula

**Physical description:** Karkadanns have the body of a very large, strong, sturdy and muscular horse with two horns curved upwards. The lower one can measure up to 70cm while the upper one rarely reaches 25cm. A Karkadann can sometimes be mistaken for a rhinoceros due to their size and horns, but they are much more agile and covered in fur, and sports a long mane.

**Natural habitat:** Karkadanns live in deserts and wander between waterholes.

**Habits:** Karkadanns are family creatures, traveling in groups of up to five individuals, usually a male and a female and their foals. Karkadanns are very protective of their young, and the foals can stay with their parents for up to three years before they find a mate and start travelling on their own. They mainly eat cacti and desert flowers.

**Special properties:** Karkadanns can foretell when the rain will fall or where a new spring will arise or a waterhole will dry out.

**Practical use:** The horns of a Karkadann is said to be a strong antidote as well as a poison. It is very hard to extract pure antidote or pure poison, which can give various side effects if not worked correctly. The blood-red tears of a Karkadann crystallize into pearls when in contact with clean water and are commonly used in fortune- and weather telling.







**Name:** Kirin [Bellatora Ferus]

**Alternative names:** Qilin, kei lun,

**Classification:** Parbeyal, Corporeal

**Place of origin:** Kirin first appeared in northern China. Not much later, they were recorded in Japan as well.

**Physical description:** Kirin have the body, tail and head of a horse with a curved horn or antler of a chital deer. They are able to change their fur if threatened and instead sport scales for protection.

**Natural habitat:** The Kirin wander the countryside between small villages and are very rarely seen at the same place twice.

**Habits:** Kirin are whimsical and solemn wandering creatures, who are believed to seek individuals worthy of their superior knowledge which they are willing to graciously offer, sometimes for a price. They are naturally curious and unlikely to attack unless provoked. However, it is said that they also seek out and punish the wicked. The reason behind it is remains a mystery.

**Special properties:** Chinese witchards consider Kirin to be a symbol of luck, good omens, protection, prosperity, success, and longevity. Furthermore, Kirin are known to be able to tell guilt and innocence at a glance and have certain prescient abilities, though sources vary on the exact nature of these. Some associate the Kirin with fire, because of the fiery wrath it may incur upon evil-doers, while others argue an affinity to water, because of its benevolent nature towards the innocent.

**Practical use:** The blood of a Kirin is sometimes used to heighten the effect of potions for breathing under water. Its effectiveness, however, is a matter of debate among potion-makers. Healers do use it to treat really nasty burns, but sometimes without great results.





**Name:** Nightmare [Tenebrae Timoris]

**Alternative names:** Dream Horse

**Classification:** Tofayal, Fluxual

**Place of origin:** Nightmares are horses that originate in the dream world, but have been brought out of dream realm and into reality either by skilled Dream Walkers, or by accident.

**Physical description:** They look much like ordinary horses in every way, but for their eyes which are best described as “looking like a dream”.

**Natural habitat:** Nightmares can be found at night wandering forests or fields close to human settlements, and hiding in dense forests or caves during the day.

**Habits:** Nightmares are not creatures of this world and do not need food or water. However, they are drawn to fear and especially the fear of a dreamer. They are not necessarily hostile, but can still be very dangerous.

**Special properties:** Many people are frightened of Nightmares. It is possible to ride one, but only under the condition that you are not frightened of it. For some reason they will only become corporeal if there is no fear nearby. Even the strongest rider will be unable to mount a Nightmare unless they approach it with no fear in their heart.

**Practical use:** In medieval times, Nightmares were believed to take physical form when confronted by the truth and they were used as a test of truth telling. A suspected Hexblood criminal was forced to ride a Nightmare for a mile. The guilty (and often the innocent) were not even able to touch it and let alone ride the distance.





**Name:** Pegas [Pegasus]

**Alternative names:** Wind horse, Rlung rta, хийморь, Khiimori

**Classification:** Tofayal, Corporeal

**Place of origin:** The Pegas originates from the Mongolian plains, but the Europeans first learned of its existence when one was introduced to the aristocrats of Greece. Historians now believe it was brought as a spoil of war.

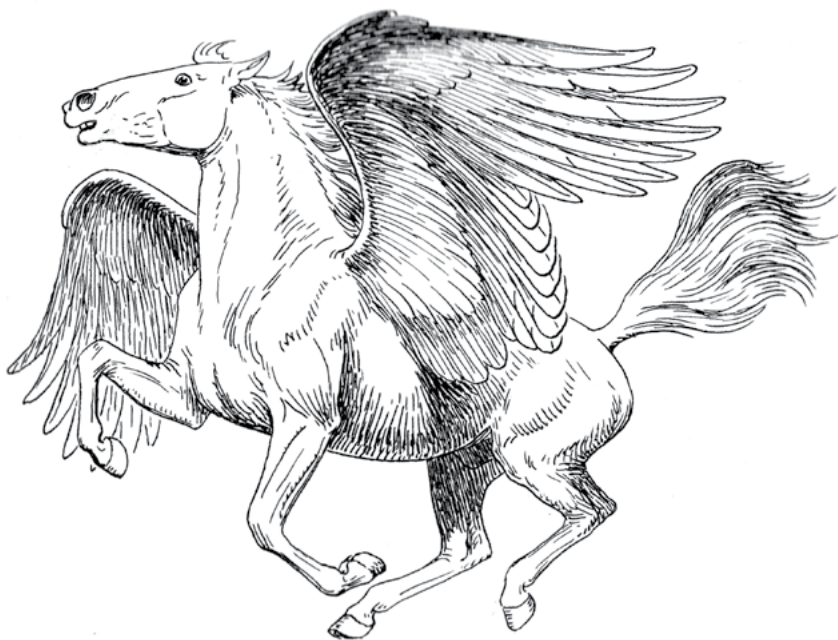
**Physical description:** Pegasi are sleek horses built for speed and endurance with huge wings.

**Natural habitat:** They are found on plains and grasslands all over the world, but need large areas for grazing.

**Habits:** Pegasi can live in herds with up to a few hundred individuals. They do not use their wings for longer distances but mostly to pass rivers or other obstacles and avoid predators. Pegasi can not be domesticated, but breeding them with a mundane horse will produce a domesticable but infertile beast, called Pegasine [Pegasus Equine].

**Special properties:** Flying is what the Pegas is most known for, but they can also purify water. This is not an ability passed to a Pegasine.

**Practical use:** A single strand hair from a Pegas mane can purify a bottle of water. Often corks of bottles or insides of water barrels are lined with Pegas hair for just this purpose. Pegasines can be domesticated and used as mounts.





**Name:** Unicorn [Unicornis]

**Alternative names:** Monoceros

**Classification:** Tofayal, Corporeal

**Place of origin:** Unicorns are believed to originate from the Faerie Dream land.

**Physical description:** The Unicorn looks, for all intents and purposes, like a large Arabian horse, except for the huge and extremely sharp horn growing from its forehead. Unicorns are almost always white. Their eyes tend to be red or pink, giving them the appearance of an albino horse.

A sub-species known as the Royal Pegas [Unicornis Pegasus] appears as a winged Unicorn, and share many of its characteristics. As rare as a Unicorn is, a Royal Pegas is even rarer, and only four have been spotted in the last 350 years.

**Natural habitat:** Enchanted forest confluxes, extremely remote locations.

**Habits:** Unlike ordinary horses, which are herd animals, Unicorns live alone. They reproduce by parthenogenesis, and this happens very rarely. Unicorns are extremely aggressive creatures who will attack on sight. Contrary to popular belief, they do not use their horn as a weapon but will kick and bite.

Medieval legend has it that they can be tamed and ridden by anyone who is both a virgin and pure of heart. As with so many legends, this is simply wishful thinking. Although Unicorns are extremely sensitive to these things, someone who is pure may be able to approach one safely. The act of climbing onto its back is likely to provoke an attack.

**Special properties:** When confronted with imminent danger, Unicorns emit an aura of pure innocence, protecting them from a variety of spells. The appearance of this effect varies, but generally, the aura looks like myriad of tiny, sparkling stars dancing around the Unicorn's body, reflecting anything malicious being thrown at them.

The life expectancy of Unicorns can range from several hundred to over one thousand years. Under normal circumstances, they retain a youthful and healthy appearance all their life just until a few weeks before their death - that's when their fur turns greyish, matted and scraggy. They tend to withdraw into hiding then, which may be the reason why a dying Unicorn is such a rare sight. Some cryptozoologists claim that they just return to the Faerie Realm to be reborn there.

**Practical use:** Unicorn tears are an extremely rare yet potent ingredient in potion making. By using these tears as a carrier, a potion can be absorbed directly through the skin rather than needing to be imbibed. Unicorn horn was often used in wand making.. Contemporary practices suggest that these are best left attached to the Unicorn.



*by Fazziegirl*





The fairy dog is a rank traitor of an animal! This is how it always goes. You find a pup somewhere, and it's so cute. It looks defenseless and adorable. You want to take care of it. You love it and cherish it, feed it and play with it. You go on many adventures together. You fight evil wizards and search for the treasures of the ancients. You truly feel that you have found a loyal companion.

Until that fateful day. The day of betrayal. You're on an expedition in Ireland. You've found wonderful artifacts of a bygone era. Magical devices which would completely change our understanding of the world. But you've also attracted the attention of the fae. They want to keep you from getting those artifacts. You're sleeping in your tent, after a moderate and completely reasonable amount of drinking after you celebrated your discoveries. The fae take everything. Your backstabber of a dog merely watches and does nothing. To give you a hypothetical example of what might happen.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)





**Name:** Alp-luachra [Parasitus Comedenti]

**Alternative names:** Joint-eater

**Classification:** Tofayal, Corporeal

**Place of origin:** Alp-luachra are believed to have entered this world from the Faerie realm in Ireland, but has since spread widely with theirs hosts.

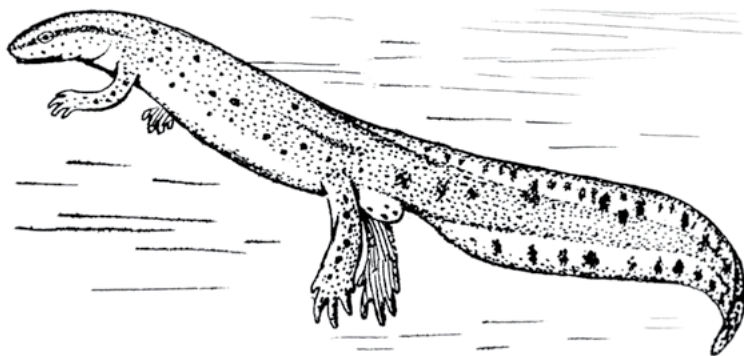
**Physical description:** Alp-luachras have the shapes of small newts, and are brightly coloured in orange, green, or blue.

**Natural habitat:** Alp-luachras resides beside streams and small lakes. They do not like the cold of the utmost northern part of Scandinavia, but can otherwise be found all over Europe and, due to the influx of long distance traveling, are believed to be spreading to other continents as well. Their secondary habitat is the human stomach.

**Habits:** The Alp-luachra is a parasitic creature which feeds and breeds in a victim's stomach. The creature crawls down the throat of any person foolish enough to fall asleep next to its stream or pond. They feed on the stomach content, and if left untreated, a large infestation can starve their host to death. Anyone suffering from an Alp-luachra will become weaker and show signs of malnutrition or starvation. The Alp-luachra can lay up to ten eggs in a week, of which half are expected to hatch properly and survive the first few days.

**Special properties:** Alp-luachras are immune to acid and most poisons.

**Practical use:** The ingestion of an Alp-luachra can be used as an emergency treatment of poisons since they will eat the poison before it has time to affect the poisoning victim's body.







**Name:** Bogle [Fata Minor]

**Alternative names:** Imps, Bogles are not to be confused with the demons called Imps

**Classification:** Tofayal, Corporeal

**Place of origin:** The Faerie Realms

**Physical description:** The Bogle sports leathery skin, which may vary in color from red to brown or green to blue, batlike wings, rat tails and small, humanoid bodies. They are of tiny stature, and even the largest Bogles registered stand no more than half a meter tall, a height considered enormous among their fellow Bogles.

**Natural habitat:** While the Bogles find themselves at home in the realms of the Fae, they share an incredibly curious nature, and will seek out human settlements in order to satisfy this curiosity. This often leads them to live entire human lifetimes in cities or townships, sometimes simply observing the bustling of human life, sometimes meddling and causing all sorts of mischief.

**Habits:** Bogles are mischievous creatures, and while they can easily avoid the notice of humans, they tend to get in trouble with the common housecat, something that rarely ends up in the favour of the Bogle. While they often find themselves in our world, evidence suggests that they are, in fact, servants and messengers for the more powerful among the Fae, and it is a common theory that they go to our world to get a moment of respite from the harsh duties of their native realm.

**Special properties:** The Bogles usually show affinity for some kind of natural magic connected to either fire or water. They are drawn to their element and will flee from the other. Many forest- and unexplained fires in populated areas, as well as floodings and broken taps, are the result the pranks of Bogles. They are also capable of shapeshifting into small mundane animals, like rats, moths or small bats.

**Practical use:** Due to their tiny stature and expertise in not being found, close to no practical use has been found relating to Bogles.





Minotaurs are wonderful beings. So gentle. So refined. Or at least, that's what I always tell them when we meet. Having a minotaur friend or two is not a bad thing, even if you have to walk on eggshells when you deal with them.

I don't remember if I've ever told you of the time when I was on an expedition on Crete. A former student of mine believed he could upstage his old mentor by ambushing us and stealing the artifacts we had recovered. Big mistake. The last I saw him, a huge bull-man charged right into him and they both went down a cliff and into the sea. I still remember it fondly...

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)







**Name:** Fae [Fata Fata]

**Alternative names:** The Fair folk, Fae folk, Faerie (not to be confused with Fairy)

**Classification:** Parbeyal, Fluxual, (also classified by demonologists as demonicals)

**Place of origin:** The Faerie realm, although some demonologists insist on them originating from The Nether Hells

**Physical description:** Faeries appear as almost indescribably beautiful, humanoid creatures. Some cryptozoologists theorise that they have a spell effect on them which disguises their true appearance.

**Natural habitat:** The Fae find themselves most at home deep within the forests yet unoccupied by humanity, where they make their dwellings.

**Habits:** There are two schools of thought about the nature of the Fae. Some believe they are demons, although unlike other demonic creatures they do not need to be summoned to manifest. That is not to say they cannot be summoned - like demons - which is why the confusion exists. They are tricksters, warriors, and they like to steal human children.

They replace them with changelings and, according to legend, raise the babies they steal as one of their own, even though the baby raised can never become Fae. They trade in a currency of favours, memories, and emotions. Making a deal with the Fae could see you trading the memory of your first love or an unspecified favour to the Fae at an unspecified time in the future.

**Special properties:** It is extraordinarily hard to kill one of the Fae. They are skilled in both magic and combat, and tend to fight as a group. If one is killed in battle, it will be reborn either in the Spring or the Autumn depending on their nature. Every Fae creature has an innate weakness towards cold iron, and it is recommended to employ this material if one wants to get rid of the Fae. Some fallen Fae, however, will become Banshees.

**Practical use:** As the Fae are incredibly elusive, few practical uses of them are known. Rumours exist of a salve created from some part of the Fae that, when employed around the eyes of a human, allows the human to see through the tricks of any Faerie creature.





**Name:** Fairy [Fata Flora]

**Alternative names:** (not to be confused with Faerie)

**Classification:** Tofayal, Corporeal

**Place of origin:** The Faerie realm

**Physical description:** Fairies are fragile creatures and come in a variety of sizes, from the smallest fly to the size of a child. They have a humanoid body, sometimes with leaves covering their backs and flowers growing in their hair. The translucent and webbed wings they sport tell them apart from Pixies, whose wings are colourful and opaque.

**Natural habitat:** Fairies usually manage a patch of flowers, a field, forest, or on rare occasions even a garden. The size of their domain varies depending on the size and age of the Fairy.

**Habits:** If one is lucky enough to attract a Fairy to a garden, great care should be taken not to anger it. Fairies share a bond with any plant and if left alone or treated well will make any plant grow to its fullest. An angry Fairy, on the other hand, will fuel their rage with the life force of any plant in its domain, leaving not only a dead garden but the witchard angering the Fairy will most likely face some nasty and unwanted growth on the body.

Fairies detest Gnomes and will under no circumstances share a domain or take over a domain from a Gnome. Therefore, any Gnome part can be used to deter a Fairy from moving in. Blueberries are also used with the same purpose, although not as effective. Planting flowery plants with a lot of life like orris, lavender, amaranth and elder will attract them. They sometimes barter with witchards who've shown a great skill at herbology for especially rare or lively seeds and inklings.

**Special properties:** Do not mistake a Fairy for a Faerie; whilst their names sound the same they are fundamentally different creatures and it will cost the witchard far more than a ruined garden and some extraneous moss if they get it wrong.

During the night they may, if startled, light up and the smaller specimen are often confused with fireflies or Will-o-wisps.

**Practical use:** When Fairies die, they will quickly turn into Fairy dust which is the best known fertiliser for magical plants.





**Name:** Gnome [Fata Gnomus]

**Alternative names:** Gēnomos, Small Folk

**Classification:** Arbeyal, Corporeal

**Place of origin:** The Gnome is thought to have its origin in Switzerland, where it has traditionally been used as convenient garden tenders by witchards.

**Physical description:** The Gnomes are small creatures with stocky, almost humanoid features and a pointy head. They will usually wear colourful clothes from the medieval period of whatever culture they reside in, and they grow to look old extremely fast, often sporting beards, grey hair and wrinkles at an early age.

**Natural habitat:** Gnomes live under trees or buildings in large underground lairs. They tend to live at least somewhat close to human settlements, and will sometimes infringe on the territory of a Nisse. This can cause serious trouble between the tiny creatures, and the unwitting farmers inhabiting the area in which the battle takes place are in for a truly unpleasant experience.

**Habits:** Gnomes are scavengers and omnivores and will steal any food they can. In the forests they raid nests and stacks other creatures have used as caches or homes, and will in populated areas enter buildings to gather food as well as steal socks and other household items. If found in proximity to a house with a garden, they are sometimes managed instead of eradicated since they also tend to flowers, trees and bushes. Feeding them with raw sugar will make them hyperactive and less craving, which minimizes the amount of stealing and maximizes the amount of gardening. Any house with a cat is safe from Gnomes, and marking a garden with cat urine will keep them away. If infested with Gnomes, the fastest way to eliminate them is by leaving a bowl of rice porridge spiked with nightshade and cypress where they can find it. This is however seen as rather unethical in many magical circles because of the arbeyal nature of the Gnome.

**Special properties:** Gnomes can get through any lock if they know what lies behind it. This is why they are sometimes caught and trained by dark witchards.

**Practical use:** Any part of a Gnome can be used in rituals with the purpose of warding an area from the influence of the Fae. They are also said to be good fertilizers, but this is seen by many as a silly and cruel superstition.





**Name:** Pixie [Ludicer Minor]

**Alternative names:** Pixy, Little Folk

**Classification:** Tofayal, Corporeal

**Place of origin:** The Faerie Realms

**Physical description:** Pixies are butterfly-like creatures with a humanoid body, slightly larger than the palm of a hand when full grown. Their wings resemble those of a butterfly and are very colourful. There are no differences between male and females, and discussions among cryptozoologists concerning whether or not they actually have different sexes arise from time to time.

**Natural habitat:** Pixies live in colonies in proximity to large arrays of sweet flowers. They are often found near flower fields or fruit orchards.

**Habits:** A Pixie colony can look like oversized wasps' nest. The colony can house up to two dozen individuals, but there is no social structure within. The colonies exist mainly to allow the fragile Pixies to survive the cold winters and protect their precious sweets from bad weather. Pixies are simple, joyous and playful creatures content with playing in the wind feeding on sweet fruit, berries and nectars.

**Special properties:** A swarm of Pixies can generate and preserve a surprising amount of heat. They also produce a fruity and very sweet caramel which will keep them fed and content during the winter months. Sometimes Pixies share their sweets with humans freely, but you would do well to remember that they are related to the Fae, meaning everything comes at a price.

**Practical use:** Pixie caramel is delicious and highly prized among witchards, though it can be very addictive. The addiction is hard to break and makes a user very prone to suggestions, especially from Pixies or other Fae. Like Fairies, Pixies turn into dust when they die. Pixiedust is commonly used in the treatment of persons who have fallen victims of the the Black-eyed People and can also be prepared as a tea with roses, vervain, lavender and mandrake.





**Name:** Tooth Fairy [Dentem Mediocris]

**Alternative names:** Bed biters/Bed bugs

**Classification:** Tofayal, Corporeal

**Place of origin:** Most believe that the Tooth Fairies come from the Faerie realm, but there are speculations about them having evolved from ordinary Fairies due to the power of witchard children's fears.

**Physical description:** Tooth Fairies have humanoid bodies and heads larger than anatomically necessary. Their wings resemble a dragonfly's wings in length, but they are twice their body-length. They have big black eyes and a mouth like a shark, with several rows of small, sharp teeth.

**Natural habitat:** Tooth Fairies usually live inside the walls and under the floor and prefer to hide in or near the children's room. They live in small groups.

**Habits:** Tooth Fairies stay away from humans during the day and only come out when people are asleep or dead. They try to eat the hair, nails and even teeth of their victim if they are able to open their mouth without them noticing. Sometimes they try to open a wound to get to the bones.

In old German folklore, people used to bring gifts for the Tooth Fairies, so that they would leave their children alone. Parents made their kids leave the tooth under the pillow. They would then take the tooth and present them to the Tooth Fairies in a bowl filled with clipped-off nails, leftover chicken bones and the child's tooth, believing that this would make the Tooth Fairies leave their children alone.

**Special properties:** Tooth Fairies are very aggressive if they are seen and are almost impossible to catch due to being incredibly fast and immune to most kinds of magic.

**Practical use:** When all kinds of Fairies die they will quickly turn into fairy dust. The fairy dust from a Tooth Fairy is used in potions granting limited immunity to magic similar to that of the Tooth Fairies themselves.







**Name:** Bakeneko [Yokai Felis]

**Alternative names:** Cursed cat, Changed cat

**Classification:** Arbeyal, Fluxual

**Place of origin:** Bakenekos originate from Japan, but have spread west through China, Korea, and other East Asian countries

**Physical description:** For the most part, a Bakeneko resembles a mundane cat. Bakeneko, however, are shapeshifters and can take human form. This form is always the same for the same Bakeneko. Originally, Bakeneko were distinguishable by their long tails. However, this distinctive feature was lost due to a Japanese medieval superstition which caused them to cut the tails of Bakeneko they could catch. Thus, the Bakeneko of Japan sought mates with shorter tails to avoid pain for their offspring, eventually breeding the long tails out of existence

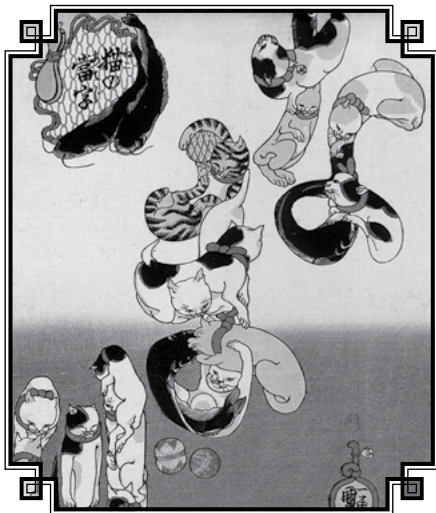
**Natural habitat:** Bakeneko live among humans and in the wild similar to how cats do, and have been observed in Japan, China, Korea and other East Asian countries. The majority of Bakeneko live among humans pretending to be cats.

**Habits:** Bakeneko often live alongside humans as companions or pets, enjoying the affection and food provided by their hosts and often serve as protectors and helpers in return. A mistreated Bakeneko becomes an instrument of vengeance however, levying harsh curses, possessing, or even killing their former masters or those who mistreated them.

Bakeneko reproduce similarly to cats, with both mundane cats and other Bakeneko. Often, the magical nature of the Bakeneko will only become apparent once it reaches an unnatural age. Further, cats with diluted Bakeneko heritage will sometimes turn into full Bakeneko and “awaken” when exposed to human blood or when mistreated. Rare cases have also been reported of half-Bakeneko spontaneously awakening after trauma that would kill normal cats.

**Special properties:** All Bakeneko are able to change into a human shape, most commonly that of an old woman. Furthermore, Bakeneko are associated with negative energies, such as those used in curses and necromancy. The exact way they harness these energies, however, depend on the individual Bakeneko’s age, strength and inclination. Most commonly, they are able to curse humans, but some Bakeneko are able to possess humans while spectral, speak human words or even manipulate the dead and their ghosts through necromancy

**Practical use:** Bakeneko are rarely used by artificers, though their fur and blood are at times used in potions related to shapeshifting and necromancy. However, certain Japanese rites help creating a special tomb which keeps the spirit with its corpse. Thus protection or guard is secured to the place where it lived - assuming the spirit is treated with dignity and the bakeneko was kept well and happy when alive.







**Name:** Bastet [Felinus Bastae]

**Alternative names:** Chat Magique, Baastet, Ubasti

**Classification:** Tofayal, Corporeal

**Place of origin:** The earliest known sources of Bastets are found in Egypt, where they served as prized pets to influent witchards.

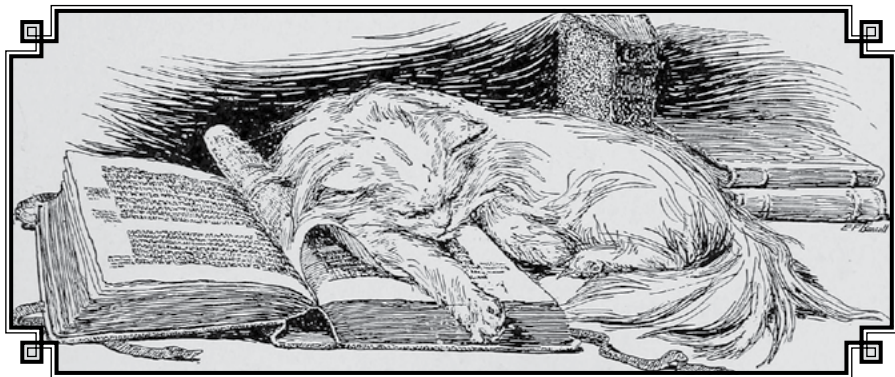
**Physical description:** Bastets mostly look like mundane cats. They vary in size and colour, but tend to have unusual eye colours, which is how they are easiest told apart from their mundane relatives.

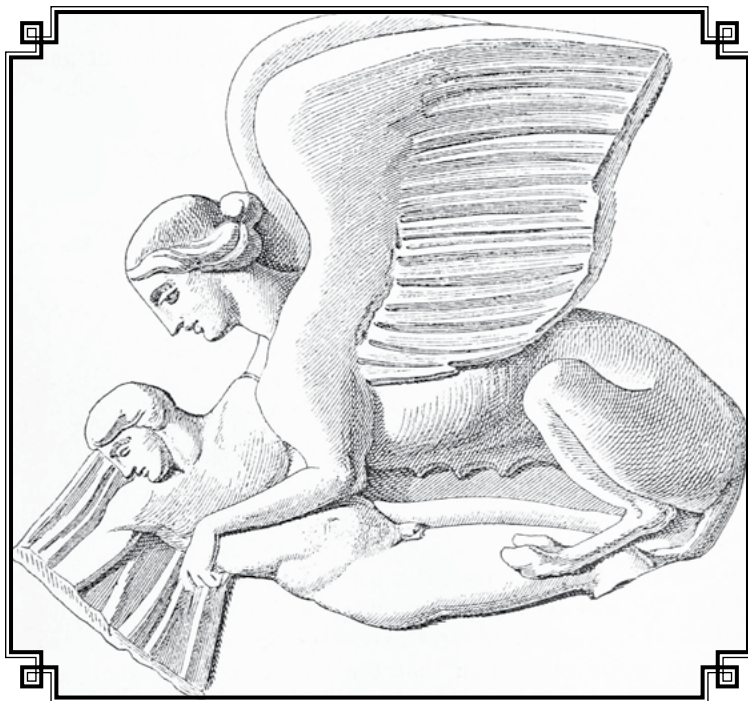
**Natural habitat:** The Bastets were adopted into homes of witchards in ancient times, and have since found their place among witchards and, in rare cases, unsuspecting mundanes believing they have a mundane cat for a pet. Bastets are spirited, but trusting by nature, and it has been proven that a Bastet can easily adapt to life in the wild, though they rarely seem to prefer that option.

**Habits:** They are far more intelligent than their non-magical counterparts and spend most of their days relaxing, especially if they can find a human to feed them. Always basking in the sun and hunting in the shadows, these creatures are only seen when they want to be seen. They are carnivores, but also eat grass and seeds to help their digestion. Bastets possess an aversion towards reptile creatures.

**Special properties:** A Bastet is capable of seeing through most, if not all, illusions, and sports a strong resistance to mind magic. They are also highly sensitive to malicious magic, and will usually hiss and bare fangs when such magic is released in their immediate vicinity. These qualities are what makes them prized pets among paranoid magical noble houses in particular.

**Practical use:** The eye of a Bastet is a potent ingredient in the true-sight elixir. Bastets are good at keeping unwanted vermin or small creatures away as well as curses and malign artefacts.





I encountered many sphinxes during my travels in Egypt. They're majestic, noble creatures, and here I'd like to stress that even if I can do something, you should remember that you probably can't. See, when the sphinx asks one of their famous riddles, you need to have wits as sharp as razor. Me and my student and assistant Leopold were sitting with the sphinxes, in what seemed like a relaxed atmosphere of cultural exchange. The sphinxes started to riddle us, and I answered, naturally. After five pleasantly difficult puzzles, which I naturally solved, they turned to Leopold. He got the old groaner, the most hoary of all puzzles: "What walks on..." and blah blah blah. He flubbed it. They ate him.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)





**Name:** Great Sphinx [*Profelis Sphingiatæ*]  
**Alternative names:** Egyptian Sphinx, Sphinx  
**Classification:** Arbeyal, Corporeal

**Place of origin:** The Great Sphinx is not of natural origin but was created by the famous Pharaoh and witchard Khafre. They served as guardians for the Pharaoh, and later watched over his tomb. Record rediscovered from around the same time tells of how Khafre cleansed himself as well as his two most trusted guards for a week in baths of valerian, orris and verbena. Then, naked as when they were born and only carrying their wands, they went searching the wilderness for the Mnga. When Khafre returned he was accompanied by the first two Great Sphinxes in his servants' stead.

**Physical description:** A Great Sphinx has the body of an Mnga and the head of a human. At a young age, it has the same spots as a Mnga but they fade very slowly. The largest known Great Sphinx is the size of a house.

**Natural habitat:** Great Sphinxes are usually found in the deserts of Egypt and plains of Africa. Recently however, young specimen have been spotted near castles, tombs or ruins in both Asia and Europe.

**Habits:** Being of part witchard, part Mngan origin, their behaviours are sometimes conflicted. They are prone to ritualistic magic using hieroglyphs as their main source of focus, but can just as well react with great physical violence even when it is uncalled for.

Great Sphinxes are omnivores and seem to be able to survive long times with no food or water, sustained by their innate magic. They may hunt for either food or sport, but in the latter case they are very unlikely to kill their prey.

A Great Sphinx mates once and treasures its cubs above all. The cubs will stay with their parents at least for the first 15 years of their life, but may stay until they finds mates of their own. On rare occasions, families of Great Sphinxes have been known to adopt human orphans who they raised and taught as their own.

The Great Sphinxes are extremely territorial, which makes them lonely creatures, and they have very little contact with any creature outside their family.

The Great Sphinxes burn their dead, which has made the study of them a very hard process for the cryptozoologists. Recently however, one family in Egypt has graciously allowed a few chosen cryptozoologist to study them. These studies have shown that they, in contrary to many previous beliefs, appreciate the company of well-mannered and educated humans. Their famous riddle games are part of their accepting ritual, unfortunately sometimes with fatal outcome.

**Special properties:** The Great Sphinx were created for protection against ill wishes and thieves. This is part of their core, and they can sense any malevolent intent in anyone they meet. They have also inherited the Mnga's hatred for forgefire, and although it's not as strong, they will not tolerate any forged objects in their vicinity.

**Practical use:** Ashes of a Great Sphinx can be used with an anti-thieving spell to enhance the effects dramatically, and the seemingly harmless spell can become lethal.





**Name:** Mnga [Profelis Mngwaedis]

**Alternative names:** Mngwa, Nundu, Nunda

**Classification:** Tofayal, Corporeal

**Place of origin:** The Mnga is indigenous to Tanzania in Africa and has never been seen on other continents.

**Physical description:** Mngas are large orange cats with black spots and long tufts of hair on their ears. The tufts get longer with age, while the spots fade. Females are typically larger than the males and can almost match the size of an Olifant. Males will grow to the size of a large horse, but sport a second set of canines and longer claws.

**Natural habitat:** Mngas thrive on the grassy plains and in the lowland forests of Africa

**Habits:** The Mnga is nocturnal and mostly hunt alone during the night. They prefer larger prey like horses (and maybe Olifants!), except when a female has cubs. Then they have been known to band together, forming small packs of two to four females and up to ten cubs. These packs are both a form of protection and a way to teach the cubs how to hunt. The females will let the cubs take down any medium sized prey they find, including humans. Males tend to kill any unprotected cubs and fight with other males for the females.

**Special properties:** All Mngas react violently to any smell of forgefire. The faintest smell thereof will put the Mnga in a frenzy, viciously tearing apart any living creature and non-living objects in the vicinity of the source of the smell. This has caused the African witcharding community a great deal of trouble since the mundane industrial revolution. Every year, the witchards have to cover up several Mnga massacres all over Africa to keep The Traditions safe.

As most feline creatures, they are also sensitive to valerian. This will make them less aggressive and more playful. However, it is NOT recommended to try and approach a Mnga with valerian since their plays can be just as lethal for a witchard as their frenzy.

**Practical use:** Teeth of a Mnga can be used in potions to strengthen the sense of smell and hearing.





**Name:** Sphinx [Felidae Sphingis]

**Alternative names:** Sphynx, Sfinx

**Classification:** Tofayal, Corporeal

**Place of origin:** The ancient Sphinxes [Felidae Sphingis Sphingis] of Persia emigrated both east and west before they were hunted to extinction. Both the Greek Sphinx [Felidae Sphingis Graecus] and the Temple Sphinx [Felidae Sphingis Aeolius] are related to the now extinct ancient Sphinx.

**Physical description:** Sphinxes are creatures with the body and paws of a lion and the head of a human. The Greek Sphinx is recognized by their eagle wings and lithely built bodies similar to that of a female lion. The northern Sphinx [Felidae Sphingis Graecus Boreae] is a variation of the Greek Sphinx, with thicker fur and lighter colours. The slightly larger asian Sphinxes are more stockily built. They bear the posture, and sometimes the mane of a male lion, and lack the wings of their European relatives.

**Natural habitat:** Greek Sphinxes live on cliffs or mountain sides, close to open fields and water, and are most common in the Sporades but can be found all over Europe. The Northern Sphinx is common in Scandinavia and Russia and prefers pine forests. Temple Sphinxes are found in China and Tibet, usually inhabiting dense forests, jungles and caves.

**Habits:** Like eagles, the Greek Sphinxes find a mate for life and nest on the same cliff or in the same tree for decades. Unlike averine creatures, their cubs are born and not hatched. They hunt eagles, Gnomes, Pixies, dogs, and other small and medium-sized prey during the day and have also been known to fish. They do not normally hunt humans, but from time to time they prey on youths and young adults. They will fiercely protect their nest and the ground around it, especially if they have cubs. The northern Sphinx is especially vicious. It is advised to walk with caution where a pair of Sphinxes nests. It is rare for Greek Sphinxes to seek human contact, although they are capable of human speech.

Temple Sphinxes usually hunt in packs during nightfall. They are excellent climbers and mostly prey on monkeys and pandas but will take any prey smaller than a horse. Temple Sphinxes are more social than their European relatives and have some dealings with the witcharding community, who view them as a great sources of wisdom. Older Sphinxes usually leave their packs when they cannot keep up with the hunting, and it's not rare to find them living with a remote witchard in the Chinese countryside or protecting a temple inhabited by especially spiritual monks.

**Special properties:** Greek and Northern Sphinxes are able to fly great distances. They also have an acute sense of smell and hops is known to irritate their sensitive noses without agitating them. This makes it a good herb to ward them off with, while valerian and any kind of mint are excellent lures. Sometimes whole families can be found relaxing on flowery fields. The Temple Sphinx has an excellent eidetic memory. They are also intrigued by incense, which has lead many to falsely believe that they are practicing rituals. The substance that truly catches their interest is the myrrh, and it will put them in a trance-like state when burnt in its raw form. They are said to be able to utter prophecies while under the influence of myrrh. When leaving the trance, they are extremely disoriented and fatal accidents have happened. Eucalyptus has the opposite effect and makes them hyperactive for up to an hour, after which they will be tremendously tired.

**Practical use:** The Ancient Sphinxes were hunted for their golden coats and durable feathers that made excellent wards, especially against demons. The feathers of the Greek and Northern Sphinxes are not as potent, but are sometimes used in dream catchers and similar artifacts. Feathers from any Sphinx work in warding off Black-eyed People from one's dreams. Temple Sphinxes are welcomed as guardians or companions in most of China and hunting one is seen as a great crime. However, foreigners seek their brains, which are said to enhance the memory of anyone eating it.





**Name:** Doomspider [Aracnea Incognita]

**Alternative names:** Fate spider

**Classification:** Tofayal, Corporeal

**Place of origin:** Unknown, probably northern India.

**Physical description:** The Doomspider very much resembles a normal black spider, though it is normally invisible. Only when stunned or petrified does it become visible. Sizes vary from one to five centimeters (a half to two inches).

**Natural habitat:** Near human residences - see below.

**Habits:** The Doomspider is most often found on humans who have experienced or are about to experience powerful emotions. A popular theory states that it is feeding on emotional energies - researchers have never observed it consuming any type of normal food.

Previously, many believed that Doomspiders caused the circumstances which trigger the emotions, thus their name. However, most scholars now think that they are merely very sensitive to these type of events and can sense them days in advance.

The spider itself is thought to be harmless.

**Special properties:** Since this is a minor, harmless and invisible creature, very little research has been done. A few hunters have reported finding them on newly killed game, so they might be much more widespread than normally thought. A Doomspider is usually only found when a witchard notices a tickling sensation somewhere and thinks to fire off a quick paralyzing spell at the affected spot.

**Practical use:** When ground up, they are useful for invisibility potions. They can also be used for many potions involving emotions. Some claim that they can be burned during ritual magic involving prophecies and foretelling. This is however widely disputed.



The phoenix is a majestic, beautiful beast. If you're lucky enough to have one as a pet, you should count your blessings. I know that some among my colleagues have, out of nothing but jealousy, suggested that phoenix pets are tasteless, or even tacky. That a modern witch or wizard has no time for such ostentation, but prefers the rare, nuanced beauty of the Stymphalian. Ridiculous! First of all, Stymphalians have silver-tipped wings. Let's say you're on a date with a werewolf. The werewolf notices the bird and takes its presence as an insult. Suddenly you're in deep trouble! No, better stick with the phoenix. It will never let you down.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)







Many people, some of them even professors in this academy, like to repeat the "reindeer" myth. I admit, there's something appealing about the idea of these Northern beasts. Santa Claus, the flying sledge and so forth.

It's my unfortunate duty to tell you that reindeer don't exist, and never have. In fact, they're just inventions by non-magical people and their "popular culture". My personal travels have mostly been around the Mediterranean, in the far reaches of Asia, Africa and Mongolia, but I have on good authority that if you go north, you will not encounter any reindeer, levitating or otherwise.

Just because we're witches or wizards is no reason to believe every story.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)

I understand that vampires have become very fashionable nowadays. When I was younger, it was all about werewolves, and now it's vampires. I blame non-magical "pop culture", myself. They have a completely unrealistic view of what dating vampires is like.

Sometimes unrealistic dating expectations can have tragic results. A couple of years ago we had a vampire epidemic here at the school, because it was thought to be cool to be a vampire.

The thing is, being a vampire severely limits both your magic and employment options. Your career will not be the same. I hear that those who became vampires in our school have had to try to make do in the world of musical entertainment.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)





**Name:** Jotun [Homo Versipellis]

**Alternate Names:** Jætte, Jötunn

**Classification:** Arbeyal, Corporeal

**Place of origin:** Iceland and Scandinavia, although sightings have occurred all over the north.

**Physical description:** A Jotun's physical traits are hard to pinpoint, since they can change almost any aspect of their appearance at will. Signs point to their primary form being humanoid, with hair covering most of their bodies and long teeth protruding from their lower jaw. In this state their ears would also be pointed and hairy. There are legends about Jotun being able to change size to be 'as large as a mountain, and as small as a mote of dust' but these are just fanciful tales. The grain of truth here is that Jotun can change size, but only ranging from double a man's size at most and about twelve inches at their shortest.

**Natural habitat:** Jotun tend to keep to the frigid climates in the far north where they settle in forests or on mountainsides. They have been known to make small huts, similar to the behaviour of some types of Trolls. Small communities of Jotun are not unheard of either, with the most well-known being Jotunheim on Iceland.

**Habits:** Jotun eat meat in large quantities and tend to steal their feasts from nearby settlements or hunt for themselves in the woods. They have also taken to alcohol after its early introduction and now brew their own ales, known to be among the strongest in the world. Jotuns seem to have a natural urge towards mischief, much to the discomfort of anyone who lives nearby, and are thus often driven from their habitats by angered witchards or in a few cases a mundane population. They usually take advantage of their transformative properties for mischief.

**Special properties:** The most prominent property of Jotun is the aforementioned shapeshifting. The only restrictions that seem to apply are the size (from double a man's size to twelve inches) and that they must have a single form. Never has a Jotun been documented to transform into, say, a cloud of dust or a group of butterflies. They also seem to forget to transform their ears more often than not, and this is the greatest advantage we have in spotting a Jotun in its transformed state. Why they forget this is not known, but we do know that they are able to hide them if they so choose.

**Practical use:** None known. Strangely enough!





**Name:** Nisse [Domus Aquilonis]

**Alternative names:** Tomte, Tonttu

**Classification:** Parbeyal, Corporeal

**Place of origin:** Scandinavia. Observed mostly in Denmark and Norway.

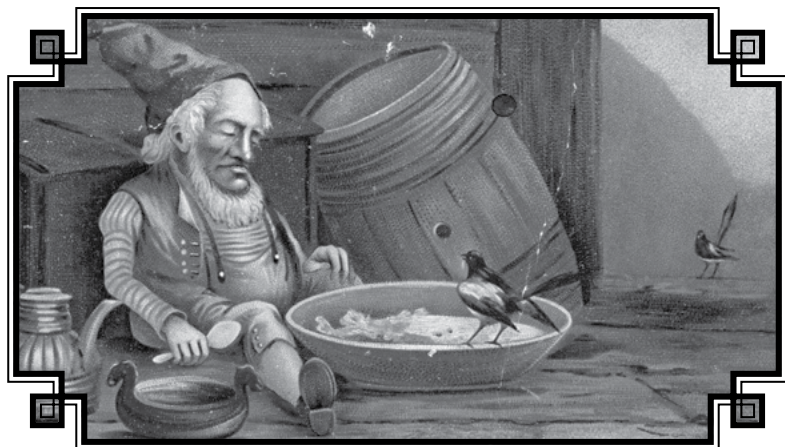
**Physical description:** A Nisse is roughly the size of a ten year old child, about twenty-eight inches or seventy-two centimeters. It looks like an old male person with a long gray or white beard that masks its facial features and most often wears gray clothes and a red hat.

**Natural habitat:** Usually a Nisse finds refuge on a farm or a factory, where it helps out with various chores. It will stay there until either the place shuts down or someone spites the Nisse, either unintentionally or on purpose, whereupon it will make some mischief and then wander off in search of a new place to help out.

**Habits:** Nisses are hard workers. They survive without any physical substance, though it is still widely debated how. Most agree that this is simply their magical nature, but some people believe them to have a diet that simply remains to be discovered. This belief is reinforced with importance of porridge in a Nisse's pact with humans. When not working, Nisses can be caught smoking a pipe or talking to animals.

**Special properties:** Nisses have a natural affinity towards animals and plants and are great with tools. They also possess some magic and can sour milk and rot trees, as well as teleport themselves and objects around. Through the right ritual a pact can be made with a Nisse, the usual arrangement being the Nisse helping out at the witchard's homestead in return for a bowl of porridge a day. Why they prefer porridge is still debated among experts, but convincing a Nisse to accept another form of payment is a difficult task, and barely worth it.

**Practical use:** Due to their helpful and diligent nature, the hair of a Nisse can be used in encouraging and motivational potions. It is advised to add at most a few hairs, otherwise the resulting potion becomes too strong - and whoever drinks it won't be able to sleep for several weeks. Processed to a powder, it also eases the successful execution of one-time and automated movement spells on objects, if applied on their surface.





**Name:** Siren [Sirena Sirensis]

**Alternative names:** Seiren, Mermaid

**Classification:** Tofayal, Corporeal

**Place of origin:** The Sirens are thought to originate from various remote islands far out at sea. They appear more frequently in the Mediterranean, suggesting this as their place of origin.

**Physical description:** Sirens look like a female human on dry land, but they transform once in the water. There they will sport fins and scales on the lower body as well as gills on the sides of their neck.

**Natural habitat:** Sirens live along rocky shores near especially dangerous waters.

**Habits:** They feed on small fish and seaweed. Since no male Sirens have ever been seen it is believed that they lure humans to their breeding grounds, entrance them with their song and then either play or reproduce with them before drowning their victims.

**Special properties:** The Sirens can enchant men and women with their song, which will make the victims instantly feel a compulsive desire to reach the singer. Sailors have been known to throw themselves overboard and sail their ships straight onto a reef in their desperate need to find the object of said desire.

**Practical use:** Distilled Siren's song is used in powerful love potions. Seeing as a Siren's song is difficult to extract, many tend to use Siren's tongue instead, though this isn't quite as potent.





**Name:** Troll [Trollus Cavaticus]

**Alternative names:** Kroll

**Classification:** Tofayal, Corporeal

**Place of origin:** While no specific sources exist, the Troll is believed to originate from central Europe. One theory is that the Trolls were bred into existence by ancient witchards.

**Physical description:** Trolls have a stocky humanoid body with a very stooped posture. Their skin is thick, rough, will often be coloured in shades of purple or green, and frequently sports patches of fur on seemingly random places. They have large limbs, perfect for fighting and hard labor.

**Natural habitat:** Trolls make their homes either under cairns of stone, in caves, stone bridges and sometimes castle cellars or dungeons or in dense, old forests. They are more common in Europe but can be found in other parts of the world as well.

**Habits:** Trolls are lone creatures very sensitive to sounds. They will get very upset and can become dangerous if disturbed. Most incidents with Trolls happen when they make their home under a bridge or in a castle. They will use their immense strength without restraint to silence whatever woke them up. For this reason they are often used as unwitting guardians by eccentric witchards with a desire to keep something safe, most often treasure or a hidden location. This only strengthens the theory that the Trolls are an ancient breed of guardians.

**Special properties:** The Trolls possess immense strength and endurance, and will fight fiercely if anyone wanders into their home. They have an incredible ability to regenerate, and are often known to heal broken bones and flesh wounds in the middle of a fight. They can even regenerate lost limbs if given enough time. The easiest way to shut down this regeneration is with extreme heat or cold. Setting fire to the Troll or freezing it entirely will usually stop its regeneration. Another remarkable trait of the Troll is an amazing resistance to mind magic. While the Trolls are usually dumb and easy to trick, one will have to do it the mundane way, as their minds are almost completely closed off from meddling magic.

**Practical use:** The heart of a Troll is a potent reagent in many healing potions because of the regenerative nature of the creature. While it is very unpopular and seen as crude in most circles, the skull of a Troll is a useful ingredient in potions made to increase mental fortitude.





**Name:** Werewolf [f. Lycan]

**Alternative names:** Lycan, Lupus Hominum

**Classification:** Arbeyal, Corporeal

**Place of origin:** The origin of Werewolves, as we know them, is a topic of discussion amongst magical historians and archaeologists, and still remains unclear. What seems to be agreed upon is that Werewolves suffer from an infectious disease, and that Werewolves have lived amongst us for many centuries and most of the time hiding their condition thoroughly.

**Physical description:** In their human form, Werewolves come in all shapes and sizes, just like other humans. In their transformed form, the Werewolves take on the form of a giant wolf with a slightly altered body structure. They may stand and attack on their hind legs, for example.

**Natural habitat:** Werewolves can be found everywhere in the world, with greater populations of Werewolves in Europe, the Middle East, Northern Africa, South America and India.

**Habits:** Werewolves tend to live in packs. These may be groups of humans, humanoids or in some cases dogs or wolves. Werewolves are hunters and in some cases they may prefer raw meat, even in human form. It should be noted that werewolves are human still and therefore as diverse in their behaviour as any two humans. The exception is when Werewolves are forced to transform during the full moon, at what time they tend to lose their common sense and sanity. Werewolves are able to transform at other times by choice, in which case they may be able to stay in control of themselves.

**Special properties:** Werewolves, in human form, may have slightly improved physical skills and senses. In their wolf form, they possess greater strength and agility, and, if not under a Liquid Silver Potion, they become ruthless hunters and predators. In both forms, Werewolves have faster metabolism, better immunity against regular sickness, and are mildly resistant towards some mundane medicines, drugs and magical potions. Werewolves also have an immunity towards the Vampire mutation.

Wounds caused by Werewolves are often more resistant to magical healing and tend to get inflamed or leave horrible scars. The Werewolf infection seems to be spread by a Werewolf's bite, but in some rare cases even a single clawmark is enough. This makes it hard to pinpoint the origin of the infection. Once infected, the victim will start to change on the night of the next full moon. There is no known cure for lycanthropy.

Wolfsbane is highly toxic for a Werewolf, as is silver. Some claim that dung from a Stymphalian bird weakens a Werewolf. Liquid silver is known to reduce the Werewolf's immunity and resistance towards other substances and is a base for the Liquid Silver Potion. The potion helps the Werewolf remain sane and fully aware during the full-moon transformation.

**Practical use:** For obvious reasons, using parts of a Werewolf for artificial reagents is seen as unethical in almost every single part of the world. Most Werewolves also change back into their human form upon their death, making it hard to harvest any usable magical parts from them.







The werewolf is a terrifying, relentless beast. You should never turn your back to it, and never make the mistake of trust. If it senses weakness, it will take you for all you're worth. I speak from experience. My ex-wife is a werewolf, and when we divorced, I lost everything. My house. Money. My first edition copy of John Dee's *Mysteriorum Libri Quinque*. She didn't even let me see our pups. I mean kids. Children. She was absolutely unstoppable. That's the kind of thing you have to deal with if you marry a werewolf.

- Comments at a lecture, Professor Achilleus Tantillus III  
(also known as Achilleus the Elder)





**Name:** Banshee [Fata Cacophona]

**Alternative names:** Bean sí, Bean sith, Bean-sídhe

**Classification:** Parbeyal, Spectral

**Place of origin:** The Banshees originate from Ireland, but with the migration of Irish Hexblood families, Banshees have spread throughout most of Europe, and even parts of America.

**Physical description:** The Banshee usually appears as a woman wearing black, grey or white clothes, sometimes bloodied. It will often have long hair kept loose, and it is not uncommon to see a Banshee brushing its hair with a silver comb. The Banshee does not age and will therefore not die of old age.

**Natural habitat:** The natural habitat of a Banshee is traditionally the moors of Ireland and Great Britain. However, since they have spread to new areas, most rural and dark places will do for them. It is worth noting, however, that most Banshees prefer to be around old noble families, particularly Hexblood families.

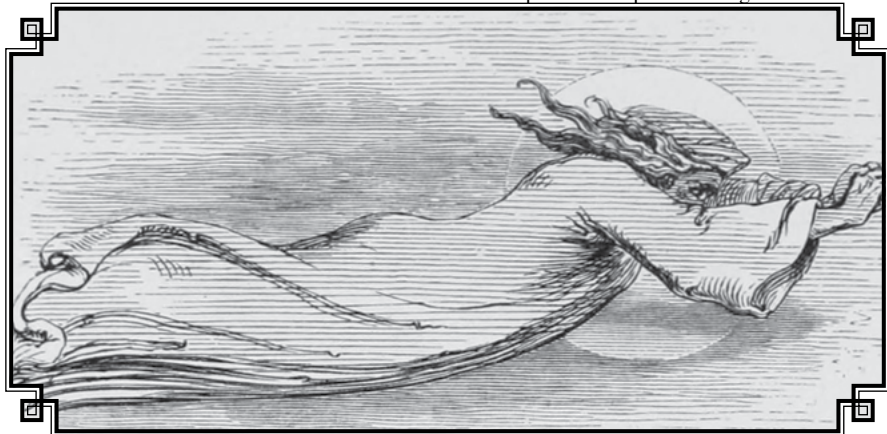
**Habits:** Banshees are the remnants of deceased Fae, and as a result thereof are still very much subject to the odd behaviours of the Fae. They are seemingly intelligent, although they are much less spirited than their kin.

While independent Banshees exist, they will most often be seen tied to an old noble house, wailing in warning when death approaches a member of the house. Some Hexblood families see this as quite a blessing, almost like a guardian spirit, while others see it as a morbid curse. The intents of the Banshees have been discussed furiously throughout the ages.

**Special properties:** As with most spectral creatures, Banshees are immune to most sorts of physical harm and have no need for sustenance or sleep. A notable exception is that a Banshee becomes physical, and can be hurt, when exposed to cold iron. Banshees possess a little prophetic power; they are known to foresee the deaths of certain individuals and appear to them, wailing in warning.

The wails of the Banshee has several properties though, and also serves as a potent weapon against the unprepared, capable of rendering careless enemies permanently deaf.

**Practical use:** The only substance ever harvested from a Banshee is its wails. The process is tedious and dangerous but the wails can be used to power alarm spells of exceptional strength.





**Name:** Black-eyed People [Oculus Niger]

**Alternative names:** Emotional Vampires, Drainers

**Classification:** Tofayal, Spectral

**Place of origin:** The origin of the Black-eyed People is not confirmed. However, since they are originally human victims bled completely dry of blood by a Vampire, they are thought to have originated during the vampire population boom in Transylvania.

**Physical description:** Black-eyed People take the form of their living body, but their skin is chalk-white and the lips, hair and eyes are pitch black, reflecting no light. The creature can be created from children as well as adults and, in rare cases, even animals.

**Natural habitat:** Black-eyed People appear during storms and after nightfall around populated areas anywhere in the world, but usually close to where they were killed.

**Habits:** The Black-eyed People will often knock on the windows or doors of nearby houses and beg for a meal, warm clothes, or a roof over their head.. They may not physically enter a house without an invitation, but will enter the dreams of anyone sleeping in a chosen house or assault any human unwise enough to be outside at such times. If turned away at the door they will be very agitated and can cause harm to livestock and property in an attempt to draw their victims outside.

**Special properties:** Inviting the Black-eyed People into your home may or may not be fatal. They feed on warmth, love, and caring, and will drain a house of all its joy, hope and eventually all life. How long it takes the inhabitants to die by the presence of Black-eyed Peoples varies between one and sixteen hours and depends on the mental state of the victim, the number of Black-eyed People, and how starved they are. Children are known to be in most danger. Anyone having their dreams invaded will wake up crying and feeling cold and tired, and may walk around the next day in a dark and depressed state.

Silver, fire and roses seems to help ward against these unwanted visitors, and Sphinxian feathers can be used to protect your dreams. If no wards work, and one finds him- or herself drained, a tea brewed on roses, vervain, mandrake, lavender and pixiedust will help restore the spirit. Some witchards are able to perform magic that will allow friends of the victim to enter their dreams to defend them; this should be seen as a last resort, as it is extremely risky to walk through the dream-scape of another.

**Practical use:** So far, nobody has been able to harvest or extract any substance from Black-eyed People. Despite the lack of successful extraction, speculations on the uses of Black-eyed People are plenty, especially in dark circles.





**Name:** Ghost [Spectrum Immortui]

**Alternative names:** Specter, Apparition, Geist, Poltergeist

**Classification:** Arbeyal, Spectral

**Place of origin:** For as long as there has been humanity, there have been Ghosts. There is no written source on the first Ghosts to be observed, but we can only assume that the phenomenon has existed alongside humanity since the very beginning.

**Physical description:** A Ghost will usually takes the form of the person it originates from, in an idealised state. For example, a person dying of old age while reminiscing of his or her years as a young adult will likely appear as a young adult in ghosthood.

**Natural habitat:** While there is no specific habitat that every Ghost will prefer over another, many Ghosts are bound to a specific place, object or person. This is usually referred to as a tether or haunt, and it is commonly observed that a Ghost will simply vanish from existence without such a tether. A tether could be an ancestor of the deceased, or the building wherein the deceased lived, or perhaps even a prized possession belonging to the deceased.

**Habits:** There are many theories concerning the nature of the Ghost and why it decides to act as it does, but the most common and accepted among them is “the echo theory”. This theory states that the Ghost is like a recording of the person whom it used to belong to, and simply releases itself from its body at the moment of death. What this means is that the Ghost does not have feelings and behavioral patterns in and of itself, but rather as an echo of the person to whom it belonged.

At the moment of death, the Ghost locks itself into the person it is, and changing a Ghost is almost impossible without the use of magic and a certain amount of force. One could perhaps see this as a sort of machine. When the Ghost is confronted with a problem or a question, it will search through the database that is its recorded feelings and experiences, and answer accordingly.

**Special properties:** While it is spectral and therefore untouchable by most physical means, a number of exceptions exist for the Ghost. The materials that can touch a Ghost are commonly considered “pure materials”, such as salt and cold iron. Another remarkable feature of the Ghost is the ability of possession. By entering a living, thinking creature, the Ghost can attempt to seize control of the creature’s body. This essentially represses the creature’s original will for a while, and may cause permanent damage on the mind of the victim.

**Practical use:** The ectoplasm left behind by a wounded Ghost can be used for a variety of potions and rituals, among those “The Rite of The Restless”, a ritual commonly used to summon a Ghost to a specific location. Due to the immaterial and deathly nature of ectoplasm, it is almost never used in any sort of wand.





**Name:** Vampire [Lamia Sanguinae]

**Alternative names:** vampire, Vampir, вампир, Nosferatu, Strigoi

**Classification:** Arbeyal, Corporeal

**Place of origin:** Vampirism is believed to originate as a blood mutation caused by eating the brains of vampire bats in Mesopotamia in the 25th century BC. It is essentially a blood-borne magical disease similar to the Werewolf infection.

**Physical description:** Vampires look like critically ill humans. Often, they have pale or pallid complexion and sunken eyes, and are cold to the touch. However, a Vampire that has recently fed on the blood of the living, will look and feel healthy and alive for up to twenty-four hours before reverting to their cold and sickened form. So whilst they are dead, they also have many of the biological features of life; this is probably why Vampires are also very much known as "Living Dead."

**Natural habitat:** Crypts, graveyards, basements, sewers, remote castles or other dark places all around the globe. Lately, some Vampires have adapted to a city life and reside in cities with a vibrant night life, both magical and mundane. However, they are scarce in regions with midnight sun.

**Habits:** Vampires drink the blood of humans and hunt during the dark hours of the night - which is why they won't seek hiding places too far from human settlements.

**Special properties:** When ingesting blood, flesh or brain matter from a Vampire, the disease will take hold in the body of the consumer and affect their blood killing the red blood cells and eventually causing the heart to stop beating. If the affected person is of Hexblood, the mutation will also corrupt the magic.

A shapeshifter might suddenly only be able to turn into a bat, for example. This makes it very hard to specify magical properties, since they all depend on the skills of the now-dead human. Being undead creatures, vampires are not affected by pain, but will wither in daylight and are vulnerable to anything as prosaic as a wooden stake or common garlic.

The garlic rumours are borne from the fact that a Vampire, once turned, cannot eat ordinary food and prefers the taste of unsipped blood. Garlic and a few other spices can change the taste. Through the ages, Vampires have left houses or persons garnished with garlic alone for the sake of upholding the myth.

A Werewolf is in a way immune to the Vampire disease. It will not turn into a Vampire, but the mutation will still eat away at red blood cells, leaving the Werewolf weakened until its body has regenerated the mutated cells or it dies.

**Practical use:** Desiccated Vampires can be mixed with holy water to form a liquid that glows brightly. This may be the origin of the 'Vampires sparkle' myth that pervades the modern mundane world. However, it is to be known that any part of a Vampire might carry the disease and should be treated as hazardous materials.







**Name:** Basilisk [*Basiliscus Basiliscac*]

**Alternative names:** Not to be confused with the Cockatrice

**Classification:** Tofayal, Corporeal

**Place of origin:** The Basilisks come from the deep rainforest of southern America.

**Physical description:** A Basilisk is a serpent-like creature with the head of a rooster but body, jaw, and fangs of a gigantic snake. They are large creatures; from beak to tail they can measure up to five meters.

**Natural habitat:** A Basilisk prefers humid and dark places. They are good swimmers and can travel long distances in water. In cities they hide in the sewers but are usually found near large, slow moving rivers.

**Habits:** Basilisks live alone, but will occasionally find a mate for the purpose of fertilising eggs, which they will lay close to the water but on land, where they leave them to hatch a month or so later. They eat anything smaller than themselves and hunt both on land and in the water.

**Special properties:** Basilisks have a stare that will freeze their victim and drain the life out of it in just under a minute. Even though they are part roosters they are very sensitive to the sound and smell of them.

**Practical use:** Basilisk eggs are a delicacy with a mind numbing effect. They are also known to lessen the psychological pain of victims of horrible curses or as treatment







**Name:** Aquatic Dragon [Draco Maris]

**Alternative names:** Sea Dragon

**Classification:** Tofayal or Arbeyal, Corporeal

**Place of origin:** The origin of the Aquatic Dragon has been widely speculated by cryptozoologists throughout the ages. A common theory among Dragon scholars, “the protodragon theory”, suggests that every Dragon species has a common ancestor, and that Dragons are incredibly capable of adapting to their environment. According to this theory, the Dragons spread out thousands of years ago, and the species that we know today evolved. The Aquatic Dragon in specific has, of course, adapted to life under water.

**Physical description:** Common for the Aquatic Dragon is a top coat of smooth, deep-blue scales, offering a certain amount of camouflage in the deep, dark oceans. Size and shape vary wildly, but all Aquatic Dragons sport gills and fins, and tend towards being slimmer and more elegant than most other Dragons. Wings are incredibly rare among the Aquatic Dragons, but they have been sighted on rare occasions throughout the ages.

**Natural habitat:** The Aquatic Dragon finds its home in the deep oceans all over the world, making nests in underwater caverns and feasting on lesser predators of the seas. It is, however, not unheard of for an Aquatic Dragon to nest at the bottom of a large lake. There are a variety of explanations for this behaviour, one being that the Dragon in question could have been thrown out from its territory by a rival Dragon and is merely finding a suitable new home.

Another reason, although very rare, is that not all Aquatic Dragons find themselves comfortable on the ocean floors. The Dragon in question might be more inclined to live in the lush environments of a rain forest, and will tend to the surrounding area and fiercely protect it from intruders.

**Habits:** Among all the Dragon species, the Aquatic Dragons are the most elusive. Elegant, silent and almost invisible on the deep seas, most intruders will never notice the attacking Dragon before it is all but too late. Arbeyal Aquatic Dragons are commonly known for their guile, and will often enjoy arguing with intruding mortals. Usually, it will end in the demise of the mortal as soon as the Dragon finds itself bored. Aquatic Dragons are prone to hoarding treasures, and episodes of Aquatic Dragons attacking and sinking entire ships to drag away the valuables aboard are not unheard of.

**Special properties:** Every Aquatic Dragon is capable of unleashing a stream of scalding water, hot and fierce enough to peel the flesh off the bones of a grown human. Another interesting trait of the water Dragons is their ability to breathe above water despite having gills. This can be attributed to their ancient roots and magical nature.

**Practical use:** The claws and teeth of the Aquatic Dragon can be used as wand core, and often produce whimsical wands with an affinity for illusions and water-based magic. The scales and skin of Aquatic Dragons can be used as a highly efficient water-repelling material, but due to the rarity of these resources, it is extremely expensive and hard to obtain.





**Name:** Arctic Dragon [Draco Niveus]

**Alternative names:** Ice Dragon, Northern Dragon

**Classification:** Tofayal or Arbeyal, Corporeal

**Place of origin:** According to “the protodragon theory”, the Arctic Dragons are the descendants of the ancient Dragons that made their home among the icebergs and snow-filled landscapes of the north.

**Physical description:** The Arctic Dragons are generally larger and more bulky than other sub-species of Dragons. Their scales are usually white or silvery and appear thicker and more sturdy than most other Dragons. Large horns are more frequently seen among the Arctic, than any other Dragons.

**Natural habitat:** Arctic Dragons are almost exclusively found in the cold, barren wastelands of the polar regions. There, they make nests inside icebergs or, if they find a suitably lonely place, out in the open. They tend to eat anything that wanders into their territory, and only venture outside of their self-proclaimed dominion if they are driven by hunger.

**Habits:** Arctic Dragons are incredibly territorial, even compared to other Dragons, and claim enormous spaces as theirs. As a result of this, competing Dragons in the area often end up in savage fights for precious territory. Human tribes inhabiting areas claimed by an arbeyal Arctic Dragon are known to have appeased the Dragon through regular sacrifices, either of people, cattle, or treasure.

**Special properties:** The Arctic Dragons sport an incredible resistance to any kind of cold, and their thick scales provide an even better physical protection than any of the other species. They are capable of venting a breath of frigid, violent winds that can tear down buildings and, if it is the intention of the Dragon, encase the target completely in ice.

**Practical use:** The scales and hide of the Dragon is incredible cold resistant and can be used for armor or even clothing. As with most materials from Dragons, it is incredibly rare due to the price and difficulty of obtaining it.

Horns, claws and teeth from the Arctic Dragons are also used as wand cores, showing a tendency to produce practical and straight-forward magic, but are known to be difficult to control. It is commonly said about these cores, that their magic pours forth like an avalanche: powerful, yet barely tameable.

They also tend to have an affinity for warding magic, probably due to the territorial nature of the Arctic Dragons.





**Name:** Fire-breathing Dragon [Draco Igneus]

**Alternative names:** Fire-breather, Fire Dragon

**Classification:** Tofayal or Arbeyal, Corporeal

**Place of origin:** Following “the protodragon theory”, the Fire-breathing Dragons are thought to be the ancestors of those Dragons who took refuge in deserts and other dry, warm wastelands.

**Physical description:** The scales of the Fire-breathing Dragons vary in colour, from golden to red and brown. More often than not, these Dragons are seen with wings, something they frequently use, due to the shortness of time they occupy the same lair (only a few years) before moving on. When feeling threatened, or angry, a Fire-breathing Dragon will emit a weak glow as it heats up from the inside, preparing to unleash its breath upon whatever has angered it. This is especially visible during the dark of night, and in some places the sight is so prized that people have been hired to anger a Dragon for the sole purpose of witnessing the glow.

**Natural habitat:** The Fire-breathing Dragons usually make their home in The Middle East among the vast deserts and drylands. When nesting, a Fire-breathing Dragon will use its white-hot breath to shape a sanctum of glass beneath the surface of the desert sands. Nobody quite knows why they insist on doing this, especially since they move on, but it is quite interesting. A traveller encountering a glass sanctum left behind by a wandering Dragon may be quite lucky indeed, even though nothing but bones are usually left behind by the Dragon. On occasion, the wandering nature of the Fire-breathing Dragons have taken individual Dragons to Europe, and such occasions are thought to be the inspiration for the many European fairy tales involving Fire-breathing Dragons, including that of St George.

**Habits:** The Fire-breathing Dragons are loners by nature. They vehemently dislike humans, and even the arbeyal Dragons will very likely react violently towards any person disturbing them. Also characteristic for the Fire-breathing Dragon is a seemingly insatiable craving for warmth.

Before lying down, they will heat the ground upon which they lie with their fiery breath, and it is not at all uncommon to encounter the Dragons lying in the scorching desert sun resting. It is interesting to note that the Fire-breathing Dragon does not need any kind of liquid to survive, and water is frequently disliked by the Fire-breathing Dragons.

**Special properties:** The most iconic property of the Fire-breathing Dragon, and the cause of its name, is its ability to unleash a white-hot torrent of fire from its mouth. Less known is its ability to heat its entire body from within, becoming so hot that anyone touching a heated Dragon will obtain serious burns. As a result of their fiery nature, they have a natural resistance to heat and fire, making it all but impossible to harm a Fire-breathing Dragon with fire or heat-based magic or weapons.

**Practical use:** The hide and scales of the Fire-breathing Dragons are extremely resistant to fire, and is popularly used in armor crafted for Guardians and Curse Breakers. The fangs and claws from a Fire-breathing Dragon can be used as a wand core, often producing feisty and competitive wands with a penchant for transport and transfiguration spells, along with the obvious fire-based magic.





**Name:** Hydra [Lernaia Heidra]

**Alternative names:** Acid Serpent

**Classification:** Tofayal, Corporeal

**Place of origin:** The Hydra is thought to originate from central Europe, but they can be found all over the world, and many scholars agree that the Europeans were simply the first to write down details of the beast. Early stories place Hydras as far south as Greece.

**Physical description:** A Hydra is a reptile creature with multiple long necks and heads. It has a relatively stocky body on four legs with a long, smooth tail. They are covered in scales which resembles snakeskin in younger individuals but can be more like Dragon scales on very old Hydras. Their heads are large and lizard-like.

**Natural habitat:** Hydras live in marshes or swamps that won't freeze during the winter.

**Habits:** Hydras live solitary and eat everything they can find; grass, leaves roots, insects, reptiles, humans or even their own young. This is possible because different heads eat different things and therefore have different sets of teeth. They lay up to 50 eggs every year on land outside of their territory. Less than a tenth of the hatchlings will survive past their first year.

**Special properties:** A Hydra is very hard to kill because if one head is severed, two will grow in its place, making it even more dangerous. The only way to prevent that from happening is to seal the wound with fire. The regrowth is slowed by cold, but not prevented. Their blood is acidic and can cause bad burns when in contact with skin. It will also expedite the process of corrosion of metals.

**Practical use:** The blood of a Hydra can be distilled into a strong acid and used by both potion-makers and artificers. Wand-cores made from the bones of Hydras can in some instances be self-repairing.





**Name:** Toxiferous Dragon [Draco Toxicus]

**Alternative names:** Viper Dragon, Poison Dragon, Pernicious Dragon, Noxious Dragon, Venomous Dragon

**Classification:** Tofayal or Arbeyal, Corporeal

**Place of origin:** While the exact origin of the Toxiferous Dragons is unknown, most scholars agree that the first recorded Toxiferous Dragons originate from central and Eastern Europe. Some scholars, however, debate that the Toxiferous Dragons have been sighted in the jungles of the Americas for at least as long as their European counterparts.

**Physical description:** The Toxiferous Dragons are usually black, green, or purple, and their scales will often be soft and slimy. They are generally smaller than any of the other species, and their trademark is their long, slim fangs dripping with venom. More than any other species, the Toxiferous Dragons resemble serpents, a similarity which often shows in the smoothness of their body as well as a lack of wings and horns, and sometimes even arms and legs.

**Natural habitat:** While the Toxiferous Dragons are very geographically diverse, they will almost always make their lair in a dank, dark place, such as deep within the rainforest, or at the center of a shadowy swamp or bog. Due to the humid homes of the Toxiferous Dragons and their venomous nature, the waters in and around a Toxiferous Dragon's lair is usually highly poisonous, which has historically been the cause of evacuation of entire villages.

**Habits:** A popular saying is that the Toxiferous Dragons simply love good company. Truthfully, they do enjoy sentient company, but their intentions vary wildly, and one should be extremely wary when engaging in conversation with one of these Dragons. Many Toxiferous Dragons throughout history have been known to keep hapless mortals hanging around for months and even years, only to break the mortal down mentally, bit by bit. Once nothing was left of the mortal's mind, they would devour the empty, meaty shell. Similarly, the Toxiferous Dragons prefer waiting for the prey to come to them rather than going out to hunt.

Once in awhile, the Dragon will patrol through its territory to find out whether any creatures have died in its poisonous waters, proceeding to devour the dead creatures almost regardless of what it is.

**Special properties:** The scales of the Toxiferous Dragon are considered the most fragile of all the Dragon species. However, they make up for this with a toxic coating covering all of their scales, easily capable of killing a grown adult by touch. The fangs of the Toxiferous Dragons are covered in a similar venom, easily capable of bringing down creatures the size of the Dragon itself, sometimes even larger. While the Toxiferous Dragons do not sport an elemental breath like their Fire cousins, they are capable of releasing a poisonous spit, which, while less destructive than the breaths of its brethren, is every bit as lethal. Some exhale the poison in the form of deadly mist.

**Practical use:** The poisonous saliva of these Dragons is a common ingredient in many of the most potent of poisons. If one cleanses the scales of the Toxiferous Dragon through a rigorous and ancient ritual, they are said to become efficient trinkets for warding off poison and malicious dreams if carved correctly. The claws and teeth from the Toxiferous Dragon can be used as a wand core, but these are rare due to their malicious nature. They always tend towards corrosive magic, and they have a penchant towards the darker side of mind magic, along with physically destructive magic.







**Name:** Primal Dragon [Draco Primordialis]

**Alternative names:** Bestial Dragons, Predator Dragons

**Classification:** Tofayal or Arbeyal, Corporeal

**Place of origin:** The existence of the Primal Dragon is incredibly vital to “the protodragon theory”, as this species resembles a much closer link to the alleged protodragon. Primal Dragons can be found in the most savage and extreme environments all over the world, but we have no written sources describing where they were sighted first.

**Physical description:** The Primal Dragons are built as the ultimate apex predator, which means that their appearance varies wildly based on the environment in which they reside. In one part of the world, they may be slim, fast and no larger than a small truck, while in another part, they would be bulky and easily the size of a house. Wings and horns are commonly found on Primal Dragons in places where flying would be an advantage, or where horns would help them demonstrate dominance.

**Natural habitat:** While they can be found all over the world, the Primal Dragons tend to only really find their homes in places where the competition is fierce and only the strongest magical predator survives. They simply love nesting in the middle of an evolutionary battleground, and live for the struggle and conquest of life.

**Habits:** Due to the aggressive and predatory nature of the Primal Dragon, it is often extremely hard to know whether the Dragon one encounters is of a tofayal or arbeyal nature, since even the most brilliant and arbeyal minds of the Primal Dragons are focused on the hunt, the struggle.

This had led many amateur cryptozoologists to the conclusion that all Primal Dragons are tofayal, a notion frowned upon in professional magicademic circles. While arbeyal Primal Dragons can be engaged in dialogue, they will almost always prefer actions above words. However, they may find a daring and bold adventurer to be sufficiently entertaining, and have been known to spare the life of such individuals throughout history.

**Special properties:** The Primal Dragons are much less flashy than any of the other species, and their magical properties are purely practical and based on maintaining the position as apex predator. One of the common abilities is that of chameleonic scales, rendering the giant Dragons all but invisible to the naked eye. Another very common skill is the ability to completely hypnotise the prey of the Dragon with its gaze. They also sport highly durable scales and a natural resistance to most poisons, and their claws and teeth are the most vicious and efficient among the Dragon species for sure.

**Practical use:** The chameleonic skin of the Primal Dragon is highly efficient for artefacts with a concern for stealth, such as invisibility cloaks. Wand cores taken from Primal Dragons are relatively rare, mainly because of the difficulty telling the tofayal and the arbeyal Dragons apart, but they do exist, mainly with a core of claws, teeth or horns. Wands sporting a core from a Primal Dragon are very efficient at combat magic, and quick to adapt to its owner, but rather dull when it comes to the non-combat elements of magic.









**Name:** Dryad [Anima Silvana]

**Alternative names:** Kodama, salabhanjika, ghillie dhu

**Classification:** Parbeyal, Corporeal

**Place of origin:** Though the Greek word 'Dryad' is used as an umbrella term, the tree spirits that fall under this categorisation can be found all over the world. In magicadematical circles, it has been widely discussed whether it is responsible to use an umbrella term for forest spirits all over the world, as differences naturally occur based on species.

**Physical description:** In Europe, the Dryad typically appears as a human female with skin the colour of leaves or bark, while its hair will most often resemble brambles or foliage native to the location of the spirit. In other parts of the world dryads do not seem to favour female or male shape more than the other. The appearance of the Dryad changes accordingly to the state of the trees and forests it inhabits, based on the current season.

**Natural habitat:** A Dryad is a spirit of the woods, and as such will be intrinsically linked to a specific tree, plant or forest. This naturally leads to Dryads living around forests, jungles or oases. A Dryad straying from its home will experience weakness and sickness, ultimately resulting in death.

**Habits:** The Dryads might seem incredibly capricious to the inexperienced. One might walk into a grove and be welcomed warmly, only to be chased out with magic and spears. This is because of the rules of hospitality that every Dryad is bound to follow. These rules may vary from place to place, but there will always be at least some kind of rules. These will most often These rules most often concern protecting the forest keeping, in the eyes of the Dryads, their company civilised and entertaining. Examples of rules might be anything from never passing into the forest uninvited, to not breaking a single twig on the ground.

**Special properties:** In many ways, Dryads are plants themselves. While they do not need ordinary food, they do need sunlight and water, and and their vitality diminishes at night.

As previously mentioned, a Dryad is intrinsically linked to a tree or plant or even a whole forest. If the linked tree or plant of a Dryad dies, the Dryad dies with it. Only one Dryad can be linked to any one tree or plant, but several Dryads can help in protecting a forest linked to a Dryad. The Dryad linked to the forest will typically act as the matriarch of the Dryad community, as it will also typically be the oldest and most powerful of the Dryads. While not as versatile as a witchard, a Dryad is capable of performing potent magic related to their natural surroundings, and many an intrepid explorer has met his or her demise while trespassing on a Dryad's area.

**Practical use:** Some transformation potions, particularly those relating to the element of earth, call for powdered Dryad eyes.





**Name:** Wisp [Fatuus Ignis]

**Alternative names:** Lyktgubbe, Will-o-wisp, Will-o' the wisp,

Hinkypunk, Friar's lantern, Ghost-lights

**Classification:** Tofayal, Spectral

**Place of origin:** Though Wisps are found all over the world, the first recorded sightings of these spirits are from Europe.

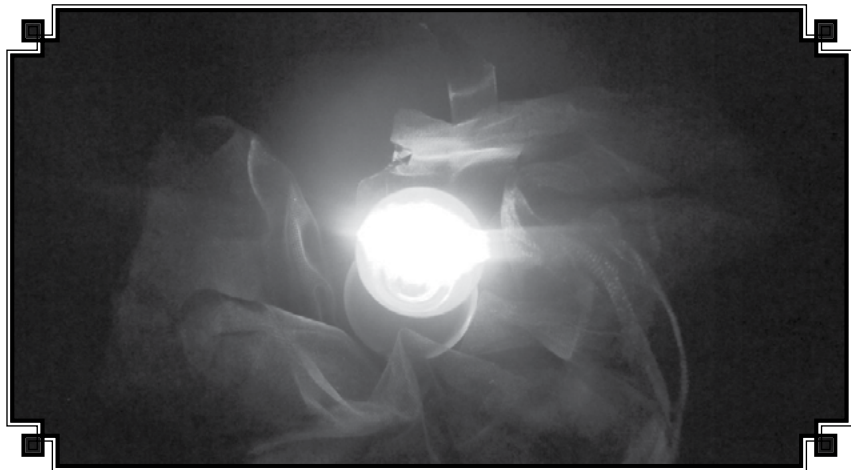
**Physical description:** The Wisps are winged spirits of light and will reflect the shape of the onlooker. They emit a steady light that appears flickering only by the flapping of its wings.

**Natural habitat:** Wisps usually reside in marshes, damp woods and near lakes. They are also frequently found on graveyards, near battlefields or places otherwise associated with death.

**Habits:** The female wisps can be seen dancing on fields and over lakes. This is a part of their mating ritual and will attract nearby males. Once a male becomes interested, she will lead him through the wood or marsh for the rest of the night. Unfortunately, the dance also affects any humanoid and many unsuspecting travellers have become lost in the woods while following the light of a Wisp.

**Special properties:** Wisps are born without light and souls. They can live for up to two days without a soul, and the mother will desperately search for an unborn child to steal a soul for her young. These children will be stillborn, murdered in the womb. The Wisps are often perceived as harbouring the lost souls of the stillborn, as they are the cause of their death.

**Practical use:** If gathered while the Wisp is still alive, their light can be used in the creation of glow orbs. An old rumour goes that if you whisper your closest, most important secret into a Wisp, it will be bound to you and answer any questions you may have that it could answer, or maybe even lead you to the place you need to be. The meaning and validity of this is heavily debated among scholars.





**Name:** Familiar [f. Familiaris]

**Alternative names:** Companions, Animal companions, Spirit companions, Damon

**Classification:** Arbeyal, Corporeal

**Place of origin:** This practice of bonding witchard and creatures both magically, spiritually and emotionally has been known since before historical time, and was already widely spread when the first records of them were made. It is impossible to point to any specific place of origin.

**Physical description:** 'Familiar' is an umbrella term used for describing a type of bond made willingly between a magical creature and a witchard. Familiars are usually smaller tofayal creatures like Fairy Dogs, Boggles, Bastets or Jackalopes but it is believed possible for a witchard to bond with any corporeal being other than undead or spirit creatures and Werewolves. These may either not form bonds due to their state of death or have one already. In the case of Werewolves, they are believed to be humans in this sense and therefore cannot bond with another human. It is possible for a Werewolf with Hexblood to bond with another willing creature, though.

Even highly intelligent creatures, such as Great Sphinxes or arbeyal Dragons, are believed to be able to enter in a Familiar bond with a witchard. Stories of Libuše and the Dragon suggests there might have been a great familiar bond between them. Seeking such a grand Familiar is not advised and extremely dangerous. Not only does the Witchard have to be allowed to approach the creature, but also convince it to the idea of linking souls for both life and death with a human.. That is also why smaller creatures with an innate curiosity or liking towards witchards are the most common familiars. Newly bonded Familiars look exactly like their non-bonded counterparts but within years, the creature and the witchard will start to share traits, like colours of hair, fur or feathers or facial features.

**Natural habitat:** Familiars can be found in any habitat, but you will never find them alone.

**Habits:** Familiars retain their personality and most of their habits from before the bonding.

Witchards might develop different food preferences and routines similar to their Familiar, while the creature is usually perceived as more human than non-bonded creatures of the same species. It is important to note that the bond is mutual and under no circumstances does any of the sides of the bond control the other. Any creature bonded with a witchard will become arbeyal whether or not it was arbeyal, tofayal or parbeyal before. A Witchard bonded with a parbeyal creature will retain his or her arbeyal status but will also understand and be able to communicate ethics and morals with his or her Familiar's kind.

**Special properties:** How the bonding is performed will in some ways influence the nature of the bond the Familiars share. Any two Familiars are, however, bonded for their entire lives, which is the length of the longest living part. Familiars can share each others' senses. Feelings of great distress or strong emotional fluxes will project through any bond, but a strong bond will let the Familiars perceive any state of mind. Depending on how the bonding was performed, mental or telepathic communication is possible to various degrees.

If the Familiars are separated or one of them is lost or dies, the surviving part will experience solitudinum. The condition can leave a Familiar unable to eat. Afterwards, headaches and nausea will take hold, followed by weakening of the organism, and chest pain. If the Familiars aren't reunited, or if one part is dead, a ritualistic burial to tie off a severed bond can be performed.





**Practical use:** Familiars can be participants in most rituals, either as themselves, their bond or the other part. If both Familiars are participating in the same rituals, they will enhance their presence and if they choose to represent one being, the enhancement is even stronger. The blood of a Familiar can be used to temporarily tap into the bond by a third person.

Any wand made with the core of a Familiar can only be used with success by the bonded witchard. The wand will be extremely sensitive to its master/mistress and can help ease solitudinum but not counter it completely. A Familiar wand can never cast an offensive spell on either Familiar in the bond, and works exceptionally poorly in an unfamiliar hand.







**Name:** Neck [Anima Aqua]

**Alternative names:** Nix, Nixie, Nicor, Nökk, Näck,

**Bäckhäst, Brook Horse, Rheintöchter, Xana**

**Classification:** Parbeyal, Corporeal

**Place of origin:** Necks originates from Scandinavia, where they have migrated from the clear mountain springs in Norway and Sweden. Now they can be found all over the northern parts of Europe and Russia. They are most common in Norway, Sweden, Finland, and Germany. There is also a subspecies called Xana [Anima Xaninos], originating from a Neck captured in the Norwegian mountains and kept in a conservatory in Austria many hundred years ago.

**Physical description:** Necks are water spirits who appear as lean and beautiful men and women with fair skin and white hair. It is extremely rare to see one dressed, but they are often found with musical instruments of different kinds. Xanas usually have curly hair and are dressed in flowing silks. They can also carry other treasures than musical instruments.

The Brook Horse [Anima Equus] is still part of the Neck family, but their form is that of a white horse with sharp teeth. The Brook Horse is not to be confused with the Kelpie.

**Natural habitat:** As a spiritual being tied to the water it inhabits, Necks never stray from the lake, stream or spring they call home. Waters with a thriving Neck are always very clear, healthy and playful. The Xana have learned to live in cultivated waters and prefer fountains, pools or wells.

The Brook Horse can stray further and be away for longer periods of time from their home, which is often a tarn or a still, dark pool of water deep in the woods. If the waters of a Neck dries, they will eventually wither and die.

**Habits:** Necks are lone spirits with a twisted understanding of love, which they need to survive. They lure unsuspecting humans to their waters with sad music and love songs with the purpose of seduction.

Falling in love with a Neck and following them down into the water without any magical means of breathing will most likely result in drowning. The drowning is not the goal of the Neck however, the affection is. Therefore if a victim somehow breaks the imbued affection, the waters of the Neck are known to release its grip.

Xanas have retained the fascination of love and music, but have evolved a more symbiotic and less destructive relationship with the human world. Instead, they will lure pure hearted souls to their company with music and offerings of enchanted treasures. They may spend days and nights in the company of a pure hearted soul captured by love, not needing sleep or food. Any wicked soul listening to the song of a Xana will be driven away, possibly to the point of insanity.

The Brook Horses feed on youth. They will stray miles from their tarn in search of children whom they trick to get on their backs. The children will ride the beast in a trance-like state back to its tarn, where their souls are devoured as they drown.

**Special properties:** The Necks are tied to their waters and can control the flow and life of it. Therefore, a lively stream or river might host a particularly well fed Neck. Necks all have the power to seduce their victims, usually by the means of music, but in the Brook Horse's case, its approach is unknown.

**Practical use:** Neck water can be used in potions and magic workings meant to affect the emotions of someone or something. Any musical instrument used by a Neck is said to retain some of the powers, but using it is a danger in itself and stories of skalds playing whole villages, including themselves, to a drowning death in a harbour or similar are not unheard of. One such famous tragedy occurred in the German city Hameln in 1284.







**Name:** Shadowstar [Umbra Stellaris]

**Alternative names:** Darkstar, Darkness Devourer.

**Classification:** Tofayal, Spectral

**Place of origin:** Little is known of the Shadowstars' origin, as they have been around for as long as anyone has found their way into the dark sanctums in which they are found. There are theories, however, that they were originally a species of demon that found their way to this world and adapted to it. This of course warrants the question of whether they should be covered in a bestiary at all. The answer is obvious, though: They are a creature inhabiting this world, breeding in this world, and functioning like a magical creature. This clearly classifies them as a magical creature, so they will naturally be covered in this bestiary.

**Physical description:** Because of its shining presence, the Shadowstar is frequently confused with the Will-o-the-wisp. A closer look, however, reveals a very different creature. A Shadowstar stands about two feet tall and looks vaguely humanoid, though its body consists purely of light, which makes it look somewhat like a silhouette. The creature has something that resembles a pair of eyes and a mouth, seemingly carved into the pure light, but as far as anyone knows, it does not serve the Shadowstar any purpose.

**Natural habitat:** The Shadowstar is only found in complete darkness, usually below ground or deep within caverns. Exposure to direct sunlight causes the creature to perish, and as such, they will never venture out of their dark homes.

**Habits:** The Shadowstar is quite inactive when in what it perceives as a safe environment. It will float around and eat away the darkness, which is the only source of sustenance the species needs. Shadowstars tend to live in flocks, and a great number of Shadowstars can even light up an entire cavern. If too many of the species live in the same cavern it might cause problems, as there will be an insufficient amount of darkness to eat, but this rarely happens.

On occasion, a Shadowstar has been known to devour its fellows in order to make more room for itself, but this is the only act of violence registered in the species.

**Special properties:** As with most spectral creatures, the Shadowstar is all but intangible by physical means. The properties specific to the Shadowstar consists of manipulation of light. This involves a potent invisibility spell, even though they cannot sustain it for long due to the large amount of light needing to be suppressed. In a pinch, the Shadowstar will emit an incredible volume of light in order to blind its attackers.

**Practical use:** Due to their luminous nature, Shadowstars are often sought out for the harvesting of liquid light, which is used in many potions and as a key ingredient in some rituals. A few daring wandmakers have even attempted to place essence of Shadowstar into a wand, but it rarely succeeds and only a fraction of these wands ever find a proper owner.



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*Thank you for caring*

Czocha College of Witchcraft and Wizardry Bestiary  
First Edition, 2015

ISBN: 978-87-92507-30-3

Published for the larp series *College of Wizardry*

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Claus Raasted

### **Publishing House**

Rollespilsakademiet

### **Web**

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[www.cowlarp.com](http://www.cowlarp.com)

*“For those who don’t have the resources to obtain the complete Von Schlichtwald Grand Bestiary, this abridged edition is a good substitute. There, I said it! Just as you wanted. Now I’m leaving. And don’t quote me on that last part, you slugwands!”*

*- Achilleus III (also known as Achilleus the Elder)*