

JUST YOUR NORMAL FANTASY CRITTERS

By

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Elves

The elves are a race of bipedal salamander like lizards. They have slender bodies, often green or brown colours and four arms. They use they use the bigger pair of arms for most things and keep the two smaller arms tucked in nicely against their body. It is very rude to touch an elf's small arms without permission. Elves co-exist peacefully with humans but have a different culture and outlook on life. Do not practice wizard magic, but have some inherent magic abilities.

Dwarves

Dwarves are somewhere between 40 and 50 centimetres tall. They live in large interconnected burrows, often under the roots of a big tree. Generally, dwarves are grumpy and reserved towards strangers and have no interest in cultural exchange with the larger intelligent species. They are excellent smiths, but all the things they make are tiny, so dwarf craft is not in high demand.

Harpy

The harpy is an intelligent bird species. They have white feathers and a head similar to that of an owl. On their wings they have thumbs which help them make and manipulate tools. Harpy language is very hard to learn, it consists mostly of chirps and hoots.

Unicorn

The unicorn is a carnivorous equine about the size of a large dog. It doesn't use claws or fangs to catch its prey, but rather charges at it and impales it on the long narrow horn on its head. They are well camouflaged, the fur is a mottled brown, sometimes striped, and are excellent stalkers. You might not be able to tell a unicorn is close before its horn is stuck in your stomach. They sometimes hunt in groups to take down larger prey.

Vampire

The vampire is a nocturnal flying lizard, distantly related to the elf. They attack and kill unguarded livestock and sometimes also people.

Basilisk

The basilisk is a feathered raptor, slightly bigger than an ordinary chicken. It is farmed for eggs and food.

Zombie

Like all undead the zombie is caused by a fungal entity that infects dead bodies and reanimates them. Zombies are always on the lookout for more meat for the fungus to consume.

Skeleton

The lighter and faster version of the zombie. This is stage is reached when the fungi have consumed all the available meat on a corpse. It is hungrier and more aggressive than normal zombies.

Undead abomination

A jumble of fungi-infected corpses, somehow made to move and attack the unlucky souls who come across it.

Ooze

Ancient magic trapped in swamps sometimes rise to the surface as gelatinous blobs. Not very aggressive, but you might want to kill some, their jelly is good for making potions and other magic components.

Sprite

Not a ghost, but rather a persistent lightning bolt of magic. They can be very dangerous depending on what magic effects they cause. Common folk believe they are ghosts, as they are often the result of a mage having an active spell on their moment of death. Battlefields are often riddled with these for a few days afterwards.

Rock golem

It is a known fact that mountains and especially volcanoes contain some of earth underground magic. On occasion a boulder can contain enough for a rock golem to form. Once a rock golem starts to roll it won't stop until it runs out of magic, which can be hundreds of years. A captured rock golem can for example be used to power a mill, or cut into smaller pieces to power other magical devices.

Landtulpan

A big land-living barnacle that siphons magic from the air. They have a tough shell and defend themselves with small bursts of magic. They are dangerous to magic users since they can drain mana.