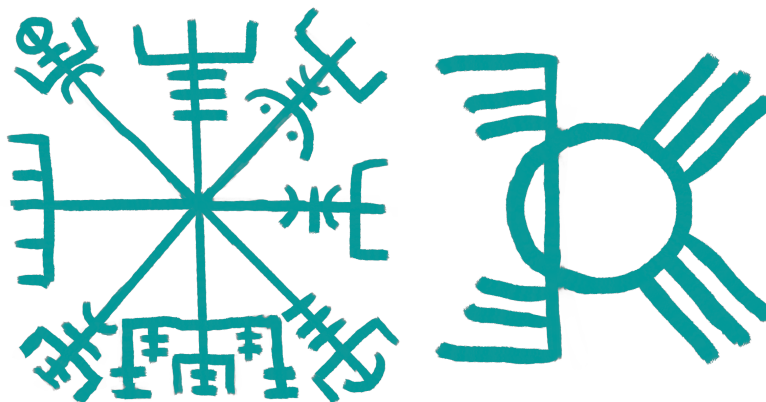


HIDDEN STORIES

ROLEPLAYING GAME

Color Bestiary



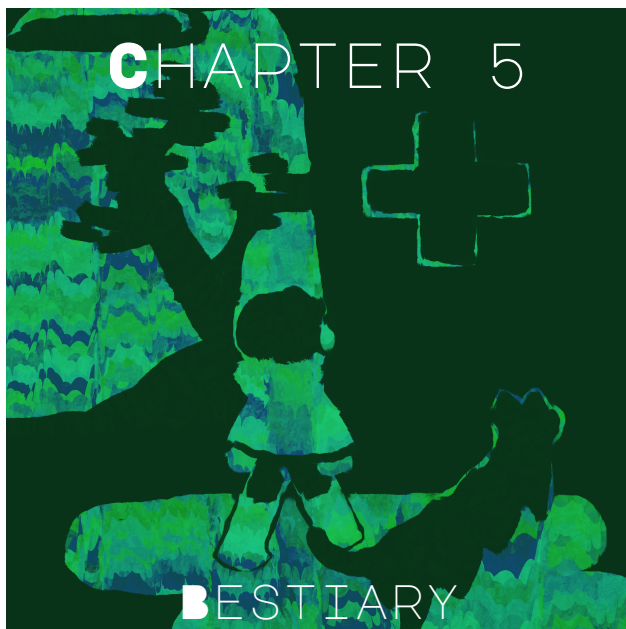
written and illustrated by
Guinevere Drake
how many eyes hath the Sphinx?

with special thanks to
Chris DeRoller and Mike Clark
for giving us a Home

REVISION 000



FLOWER CROWNS
zywy.itch.io



The duscat had an odd presence. I couldn't look at it without shaking. It must have been something beautiful.

HIDDEN BEASTS

The following chapter details creatures that are part of the Hidden World. If you're playing in the default setting, these creatures definitely exist. If you're using a different or modified setting, this chapter can still provide inspiration, so I'd recommend you look it over anyway.

PEOPLE, HIDDEN & OTHERWISE

In this chapter, I use the words *person* and *people* a lot. These words are meant to refer not just to humans, but to other human-like creatures such as elves and ogres.

ΔMELIAD

Ameliads make things better. They have feathery wings, which are usually black or white; and black eyes. They like lines and crosses, and are good at math and magic.

If you've been cursed or charmed, an ameliad might swoop down and take the curse away. Later, they'll eat the curse. Curses are squishy and full of jelly; and only witches who curse people a lot, and ameliads, can eat them.

Sometimes, a magician will decide they want to make things better, and they'll use magic to turn into an ameliad. That's where ameliads come from. You can't come back from being turned into an ameliad. Ameliads are very different from the people they used to be, but they're the same people.

Guinevere writes "ammelid" in her big green notebook. "Ammelid," she says. She giggles. "That sounds funny."

An ameliad sits next to her. "You should call them ameliads! It sounds prettier," says the ameliad.

"Oh, you're right," says Guinevere, "that is better." She crosses out "ammelid" and writes "ameliad".





ΔMIRITE

Amirites have blue or purple hair. They can look like a human or a cat, depending on whether they want to be sneaky or not. You can tell someone's definitely an amirite and not a human or a cat, because they'll have a shiny blue or purple spot on their head.

Amirites hunt monsters. They usually carry swords or lances. If you hunt monsters, you might turn into an amirite, or you might not.

Being an amirite can be lonely, since you can't go near other amirites. If you do, you'll have to fight each other, because amirites are monsters.





ΔSKAFROA

Askafroa guard ash trees. They look like people, but they're very ashen.

Each askafroa has her own tree. If you go near it, and she doesn't trust you, she'll attack you immediately. That's just how it is. You can't blame an askafroa for guarding her ash tree. Really, it's your fault for earning the mistrust of the askafroa. They're generally very wise.

Askafroa can be nice or mean. They're usually somewhere in between. They live for a long time. An askafroa never leaves her tree, because askafroa don't need to eat or drink. They're nourished by the shade of their ash tree.

It's possible to become an askafroa by loving an ash tree with your whole heart, but they won't tell you that.

△TTACK MONSTER

Attack monsters are a kind of spell, but they're also creatures. When magicians fight, they summon attack monsters to use as magic missiles — maybe these are created from thin air, or they're called from some dark place worlds away, or they come from somewhere horrifyingly close to home.

Since they're shaped by magic intent, attack monsters vary widely in appearance. Ones that are produced quickly and without much thought are usually long white or black dragons with wide-open eyes — most attack monsters encountered in the wild look like this. Other common varieties are black dragons hiding inside of boxes, pigs with wings, and clouds of tiny swords.

Attack monsters were once summoned in droves during epic battles between powerful sorcerers. Any monsters that miss their target will fly off into the wild, wandering until they find something to run into.

Less powerful attack monsters will probably end up running into a tree out of frustration eventually, and will then — having fulfilled their goal of attacking something — immediately and completely dissipate.

More powerful attack monsters will linger for longer, and may become youkai. Some of these attack monster youkai will abandon their goal and become only as dangerous as humans or Hidden People — this could be a good concept for a PC.

The players can use Attack Magic to summon attack monsters, but using this magic is banned in and around cities (for obvious reasons). It's a bad idea to use Attack Magic to actually attack things, because that'll bring the seventh setting principle down on your head.



CLARALLOON (TUNNELWUMPER)

Claralloons, also called tunnelwumpers, hang out near extradimensional spaces (such as Subspace, the fairy world, and Hidden People hideaways). They look like people and have stars in their hair. They're nice, but they don't care much for people.

A claralloon usually has Hidden Magic, Subspace Magic, or some other Magic Skill or item that lets them interact with their favorite extradimensional space. They're prone to disappearing. Being friends with a claralloon is very hard.

One natural property of claralloons is that people will create superstitions about them. For example, it's commonly known to the elves that tunnelwumpers blow out candles and knock over plates, and that you can deter them by eating carnegie paste and peppermint seeds. To a few humans, claralloons are known for their ability to make rocking chairs rock from a mile away. (These things are not true. A claralloon could blow out a candle, knock over a stack of plates, or rock a chair from a mile away if it wanted to, but they don't usually. Also, carnegie paste and peppermint seeds are gross and nobody wants to eat them — I suspect that myth was originally some sort of prank.)





CORN

Corns look like horses, but they have horns. There are many different kinds of corn. The most well-known (and rarest) variety is the unicorn.

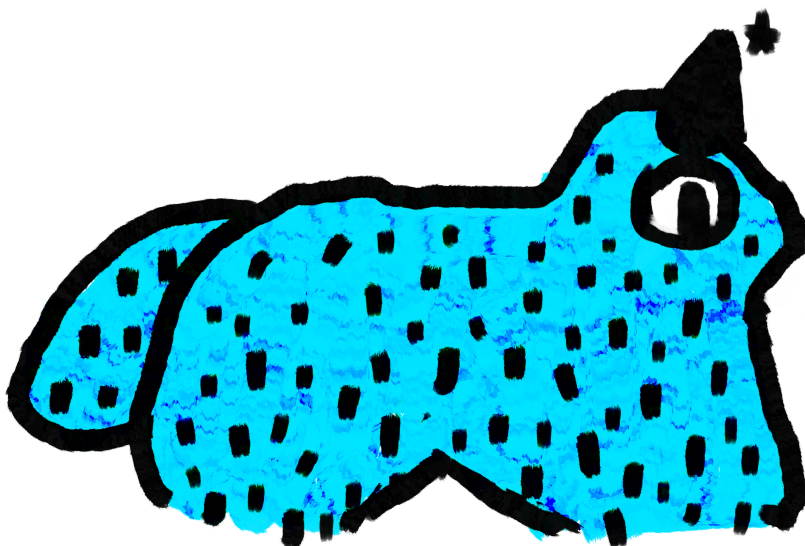
YETICORN

Yeticorns may be related to yetis. They're similarly furry and reclusive. The yeticorn is as

rare as the unicorn, but less well-known. Like a yeti or an ogre, a yeticorn can have 1-3 horns and 1-3 eyes.

UNICORN

Unicorns have one horn. They're the same size as regular horses, maybe a little bit smaller. They don't usually like people at all, and will do anything to avoid them. Unicorns are Mythical creatures.



BICORN

Bicorns are like unicorns but with two horns instead of one. They're less rare but still, y'know, Rare.

ΔPRICORN

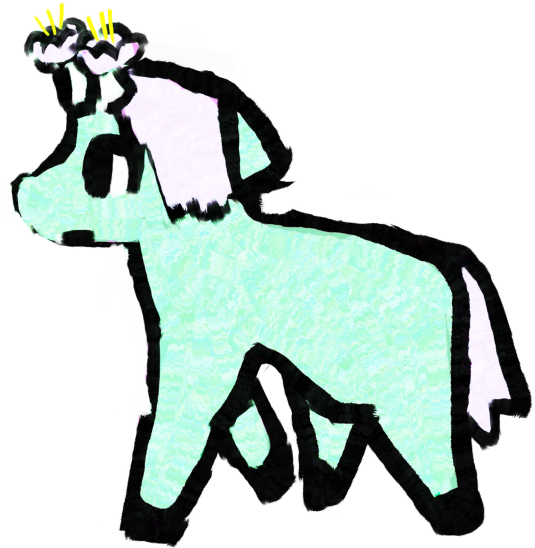
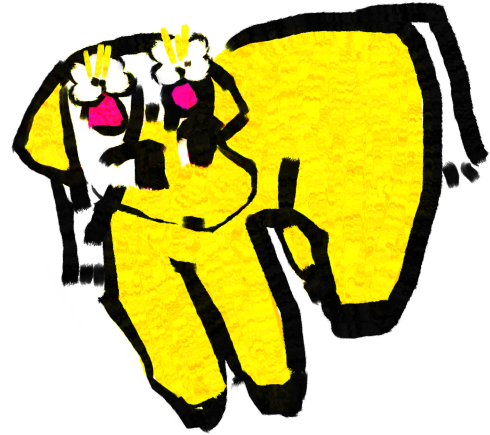
Apricornns are like bicorns in that they have two horns, but their horns are very short and produce a small, pitted fruit called an apricot. They flower in early spring, and produce fruit by April.

Apricornns are very friendly, and much smaller than horses. They're too small for you to ride on, unless you're the size of a human or elven child.

CHERRICORN

Cherricornns, like apricornns, produce pitted fruit. Their fruit is smaller, sweeter, and red, and is called a cherry. They flower at roughly the same time as apricornns.

Cherricornns are a little bit smaller than apricornns. They're similarly friendly. In some places, there's a festival dedicated to their blooming in the spring.



DRAGON

Dragons come in many varieties. In general, they are intelligent, prideful, and sleepy.

There are three kinds of dragon described here: the raster, the wyvern, and the Subdragon. I haven't included any more dragons than that, since every player group has their own kinds of dragon they'll want to add, and I don't want to contradict anyone's personal dragon lore. Each included kind of dragon fulfills a specific purpose in the game: rasters are for players who want to make dragon rider characters, wyverns make the Outside more dangerous, and Subdragons make the Subspace more mysterious.

RASTER

Rasters are medium-sized. They're not too big, but they're big enough for a human or elf to sit on. They have small wings that they can fly with, but not for very long. If you ride a raster, you can fly with it, but it has to take frequent breaks so that it doesn't strain its wing muscles.

Rasters come in every color of the rainbow. Red and orange are the most common, followed by green and blue.

Rasters don't usually breathe fire. Their teeth and claws are their main line of defense, but they are peaceful creatures and won't normally attack people. They do hunt mice and other small mammals for food, but they're omnivorous and can eat plants too.



If you tried to map the world today, you could detail every inch of the world's surface. Satellites could show you every forest and every bush, every mountain and every field. They could show you your house and mine. There are no empty spaces left.

We don't know very much about the world; and there are things to map of it besides its surface.

Important questions, but one can only shrug, you see.

Here, there be dragons.

— Jenna Moran, Hitherby Dragons

WYVERN

Wyverns are big and fierce. They are wild dragons which live on tall mountaintops and in the clouds. If you catch a wyvern while it's very young, you might be able to tame it to some degree, but it'll still be a wild animal.

A wyvern can and will hurt you. They don't breathe fire, but they have a venomous bite. Wyvern venom is a magical dendrotoxin which paralyzes you quickly, can kill you within minutes, and lingers in your body and continues to paralyze you even after an antitoxin is administered. To remove wyvern venom, you must use magic.

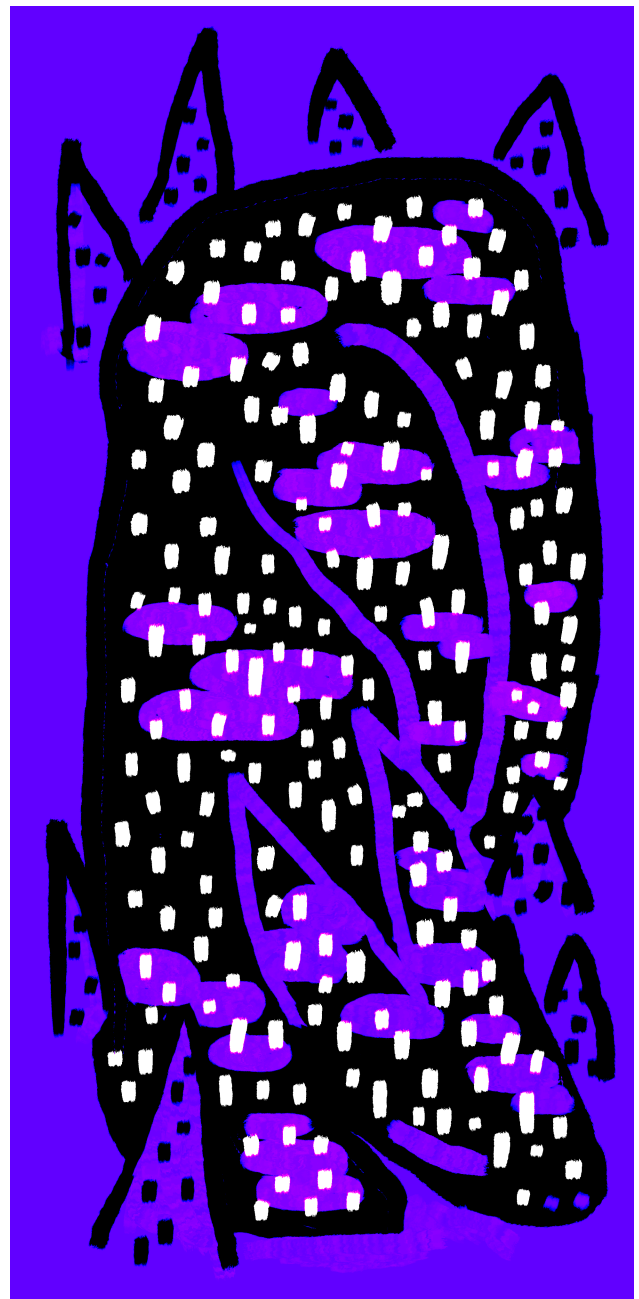


SUBDRAGON

Subdragons are big dragons. Their inky black scales are full of stars like a tunnelwumper's hair.

They are masters of Subspace Magic and have settled into dens of their own creation to sleep for hundreds of years. They wake up sometimes, but then they go right back to sleep. A Subdragon will probably not be friendly if you disturb its slumber.

Subdragons use magic to talk and breath fire without opening their mouths. They can talk to you even while they're asleep, and if they do you might glimpse their dreams.



■USCAT

Duscats are long and sleek, with purple or black fur. A duscat looks kind of like a panther or a puma, but duscats are smaller, stretchier, and have more legs.

Duscats are nocturnal predators that live in churches, sleeping under the pews during the day. They might be a kind of church spirit. They don't usually eat people, but they might if they're very hungry.

Their teeth are very sharp, but they don't have claws. They mutter to themselves in a nurling manner.

Ton swings his legs back and forth.

"Don't kick the pews," whispers Ever, "you might wake a duscat."

"Duscats are a myth," says Ton.

Ever doesn't say anything, but sticks their hand under the pew, between where Ton and they are sitting. They move their arm back and forth — they're petting something — and a purr emanates from beneath the pew.

Ton looks alarmed. He lifts his legs.



FAIRY

Fairies live in the fairy world. There are Seelie and Unseelie fairies. Like dragons, there are a lot of different kinds of fairy, and each group will want to make their own kinds. Instead of providing varieties of fairy, I've provided notes on Seelie and Unseelie fairy culture.

SEELIE

The Seelie Court represents spring and summer — the growing, the blooming, the storms, the wild heat, the screaming cicadas. They boom like the clouds or the sun and dash like the rain and the leaves.

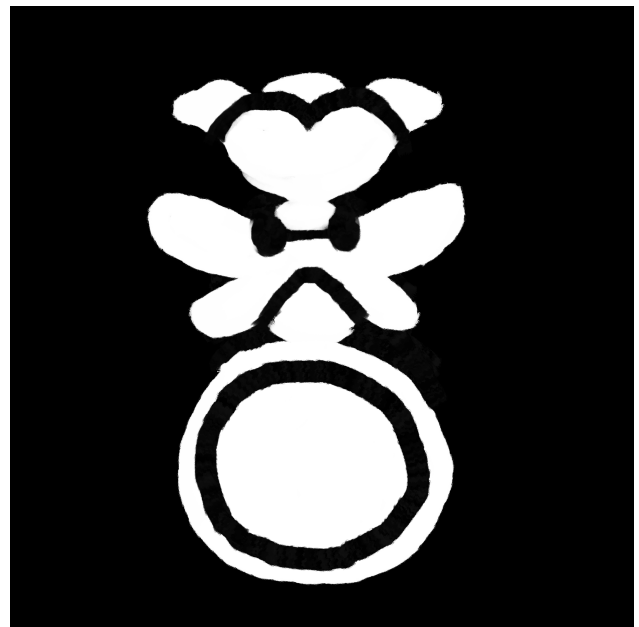
Seelie festivals, which are brightly lit with lanterns and fairy fire and which are held every day (sometimes for days and days on end), are intense and will overwhelm even the most energetic of other species. They sing ballads and drink wine and dance intricate dances. There's an ethereal, timeless quality to them which allows them to revel near-constantly.

Seelie fairies aren't actively malicious. They'll only curse you or trap you if they deem they have the right to. Usually, this means insulting them or intruding upon the fairy world.

They have a very strong concept of debt, so you should be wary to accept a gift from them — they'll always demand something back, sooner or later. If you trick a Seelie fairy into accepting a gift, you'll gain a lot of bargaining power with them.

Every Seelie fairy has one or more royal titles. The lowest and most common title is *Lord*, *Lady*, or *Noble*. This title is typically affixed with an *of Noun* — *Lord of the West River*, *Lady of Green Ash*, *Noble of Stardust*. If you befriend a Seelie fairy, they'll probably give you a royal title of this sort. Introducing yourself to other Seelie fairies using this royal title will earn you respect, but don't tire it out. Unseelie fairies are unlikely to respect common Seelie titles.

One symbol of the Seelie fairies is the cicada sun, pictured at right. The corresponding symbol for the Unseelie is the raven moon.



UNSEELIE

The Unseelie Court represents autumn and winter — the changing, the falling, the dying, the bitter frost, the glittering snow. They are a barren folk, who have been left to feel the bite of the cold seasons for centuries.

Unseelie festivals are dark, lit only by white or black fairy fire that does not give off any warmth. They are marked by chants, screams, and wolf howls which can echo out of the fairy world into the deep forests.

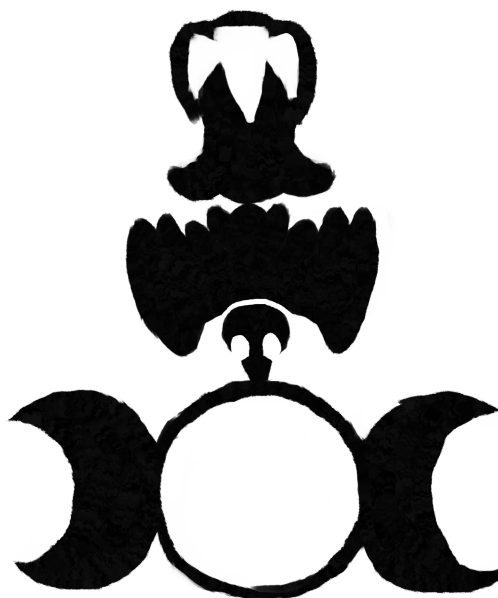
While Seelie fairies generally have a good relationship with non-fairies, Unseelie fairies are considered by most to be malicious. This isn't exactly right — while they *can* be cruel, they aren't always. They do obey specific rules, which many non-fairies are not aware of and thus do not follow. Like how the Seelie fairies have a strong concept of debt, the Unseelie fairies value ownership. The problem arises from them considering all non-fairies, and fairies of lower rank, to be their property. Unattended children will be claimed by the Unseelie if left in a forest or field. The lost and confused can be taken by Unseelie fairies if they're not careful.

Unseelie fairies of low rank wander outside the fairy world looking to amass power by claiming non-fairies and other low-ranking fairies. Those with a higher title stay in the fairy world and attend courts.

Ownership is important enough to the Unseelie that they practice a Binding Magic, which cuts at the bound with ethereal cord. Practiced casters of Binding Magic (including all Unseelie fairies of high rank) can use it to bind anything or anyone they claim ownership over. "Binding" can be metaphorical, like preventing the bound from taking a specific action, or giving them a geas which they must fulfill; or it can be literal, like, you can use it to tie someone down or freeze them in place.

Minor uses of this Magic on PCs can simply Curse them, but it's more common for Binding Magic to entirely Break characters or give them Problems. Binding Magic is a powerful and scary thing. It's not always entirely unpleasant, though! While you're bound, you

won't age, and you won't need food or drink. If you're pursuing the completion of a geas, you can ignore the die penalty of Conditions.



FOREST SPIRIT

Forest spirits live in densely wooded areas such as forests. There are many kinds of forest spirit beyond the ones included here — you can invent your own to fill up your campaign's forests. Goblins, detailed in Chapter 3, are a kind of forest spirit.

SQUIRREL

Squirrels climb trees, have bushy tails, and hide things in the ground. They like to eat acorns and other kinds of nut, seed, and fruit. As a result, they are considered a nuisance by apricorns and cherricorns. A squirrel will only approach a sleeping corn, because they're very timid and run away if they see something moving toward them.

You can tell if a city or town used to be a forest, because there will still be squirrels there.

GITCH

Gitches sing songs and build nests like birds, but they're actually bugs. A gitch has four wings and six legs. They eat other, smaller bugs like beetles and mosquitoes.

TOVE

Toves are something like badgers, something like lizards, and something like corkscrews (they have corky, screwy snouts). They build nests in the shade of sundials, and eat mostly cheese (which they steal from people's picnic baskets and backpacks).



GIANT

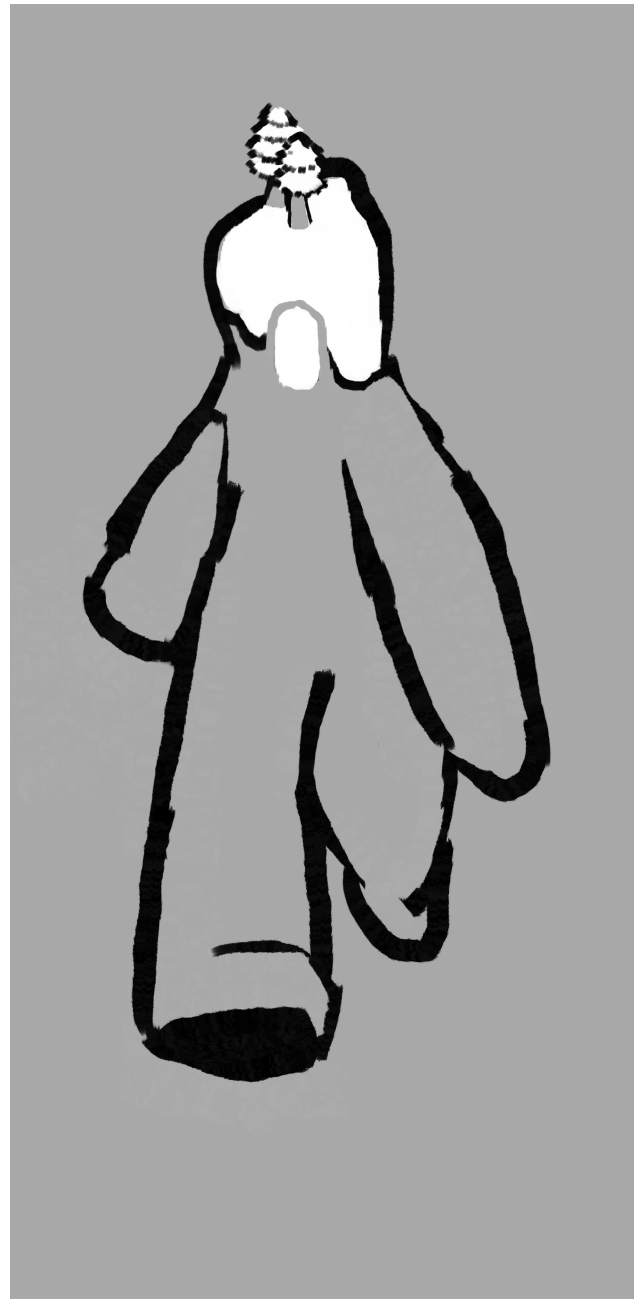
Giants are very tall, very big magical creatures. It would be blisteringly accurate to describe them as *giant*. Like trolls, to which they are related, they're rocky and mineral. All kinds of giant are immortal — they won't die on their own, and it's hard to kill them. Even if you did manage to kill a giant, it'd probably come back somehow (although not during your lifetime).

Giants have a very long circadian rhythm (sleep-wake cycle). They sleep for centuries, and are awake for similar amounts of time. The winds will cover a sleeping giant with matter, building a hill or small mountain over them, and when the giant snores the earth quakes.

I've provided three kinds of giant here. There used to be a fourth kind, the mountain giants, but they're all gone now.

HILL GIANT

Hill giants are the remnants of the mountain giants. They're the largest kind of giant left. They are also the most reminiscent of trolls — they're pretty much just big trolls. Unlike trolls, however, they don't turn to stone during the day. Or maybe they do, just a little bit, only enough to make them creak and tumble like an avalanche as they walk.





FOREST GIANT

Forest giants are, on average, the smallest giants. They're also the most common kind of giant. The shortest of them are as tall as adult oak trees.

Forest giants are furry and covered in moss, kind of like goblins. They often have antlers like deer or moose. They tend to resemble trees.





DESERT GIANT

Desert giants are made of sand. Some of them fly around and resemble sandstorms, others are more solid and resemble dunes.

The indistinct flying ones are often mean, delighting in throwing weary travelers around. Some of them are nice, though.

The more solid desert giants are usually nicer. They often have rocks or bones embedded in them. Desert plants can grow on them as well, especially on the nicer ones.



GRACKLECAT

Gracklecats are like grackles (blackbirds) and cats (moggies). They make a *chieowing* sound. If you spend too much time around them, you might catch grackleflu, which makes you sneeze ash and your hair sooty. It's possible to keep a gracklecats as a pet, but it's uncommon. Cats are much more popular.

Some gracklecats live in the wild, but are more common in towns and cities. They especially like ash and soot, and they often chase soot sprites around the sidewalks. They typically sleep on top of chimneys.

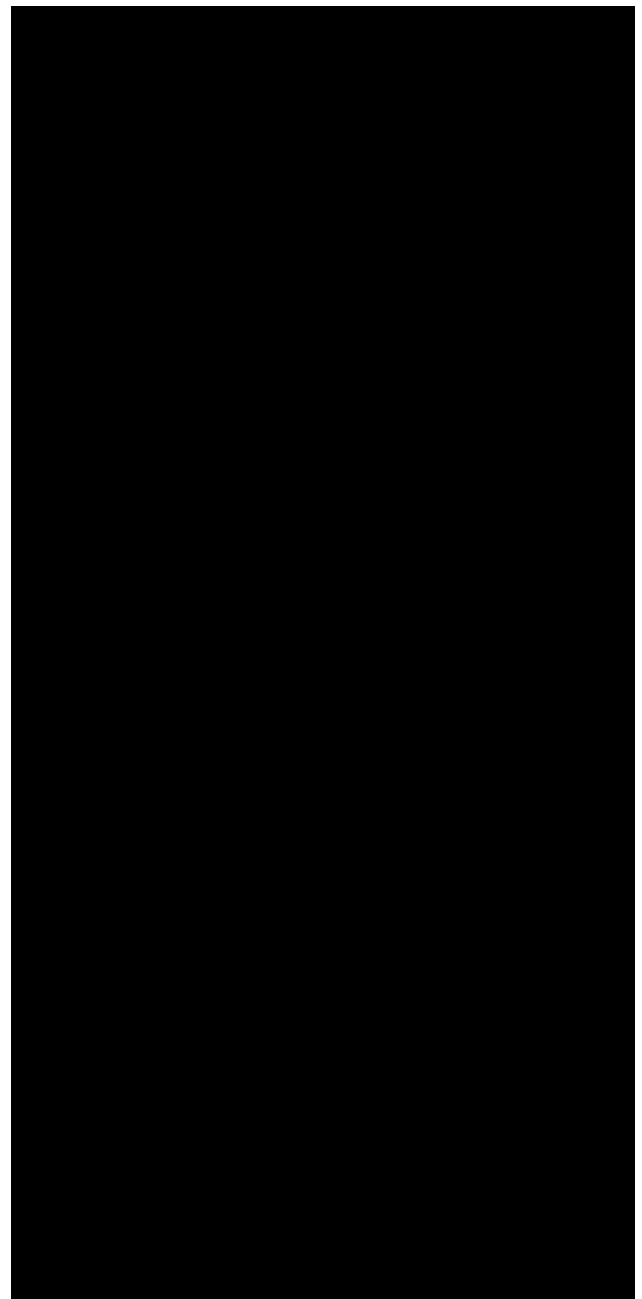


GRUE

Grues are vicious predators that live in the dark. They're very smart, and they like to eat people (especially adventurers).

The only thing a grue fears, with all its awful claws and teeth and gurgling jaws, is the light. Nobody has ever seen a grue and lived, so if you want to know what a grue looks like you'll have to ask a ghost, and it's generally considered rude to ask ghosts questions like that.

It's possible that grues are not simply afraid of the dark, but are actually composed of darkness, and will disappear if exposed to light.



HOUSE SPIRIT

House spirits live in houses and other buildings. You can make up your own, but I think there are enough provided here to fill up any house. Humans and elves, detailed in Chapter 3, might be kinds of house spirit.

■NISSE

Nisser are the most helpful kind of house spirit. They may or may not protect households from misfortune, but are known to help tidy up and do chores occasionally if you leave food and milk out for them.

Nisser look like fuzzy little people and are roughly the same size as goblins. Some of them have tails. They like to wear pointy hats that cover their eyes.

▼EAST

Yeasts live in the air and are too small to see. They don't have brains and aren't magical, but they're technically alive. If you leave out a bowl of water mixed with wheat flour, they'll flock to it and start living there. You can use this yeasty mixture to make bread.

There are forest yeasts too, but they're much meaner. You can't make bread out of them.

SOOT SPRITE

Soot sprites are ash or soot that has been left uncleaned long enough to magically come to life. They're big enough to see, and have little eyes. They don't have brains, but they're magical, so they're still a little bit smart.

■DUST BUNNY

Dust bunnies are like soot sprites, but made of dust or dirt that collects under furniture. They have little bunny ears. They're more common in elven houses than human houses.



JABBERWOCK

The jabberwock is a manxsome beast which lives in a tulgey wood. It's a very rare creature — Mythical, in fact — and it's quite reclusive. Moreover, almost nobody wants to face the jabberwock's biting jaws and catching claws, so it's typically avoided.

There might only be one jabberwock, or possibly several. I don't know. Mostly, I think there's only one because I don't want there to be more. They're that manxsome! If there are more than one, they all look about the same, and they are probably solitary creatures.

The jabberwock makes a burbling sound, similar to that of a babbling brook. This doesn't make it any less scary.

*And as in uffish thought he stood,
The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood,
And burbled as it came!*
— Lewis Carroll, Jabberwocky





J IANGSHI

Jiangshi were people, but now they're dead and animated by a strange magic, so they're monsters. They don't remember the people they used to be. Since they're dead, they are quite stiff, which is why they're also called "hopping vampires" — they have to hop around with their legs stuck together and their arms held forward to move.

If a jiangshi catches you, it'll suck out all your blood. You can counter them by tripping them — it'll take forever for them to get back up!

Jiangshi can be created when people aren't buried properly, or when someone uses magic to try to bring a person back to life.

"Zombie!" cries Emily's daughter.

"Yep. That's what that is," agrees Emily. She draws her sword.

"Kill it!" her daughter demands.

"It's already dead," says Emily, "but I can chop it up." The jiangshi, who is smarter than most dead people, tries to hop away from Emily. She cuts the jiangshi into exactly a million pieces. Then she stamps the pieces into the ground.

"It's dead again!" her daughter declares.

⚡KARAKURI PERSON

Karakuri people are mechanical people who need to be wound up to move around. Some of them are self-winding and have batteries which need to be changed. Most karakuri people need to be wound up once a month. Battery-powered ones need their batteries changed once every two or three months, depending on how active they are.

Karakuri people are made with a combination of mechanical and magical craft. They're also called trick people or puppet people.

As karakuri people are loyal servants, they're usually created by Unseelie fairies, or by reclusive mages who need help with chores.

Mirjam attends the court of the Duchess of vulpina. It's one of the lighter courts, with fairy fire lining the walls, and hard wintersun streaming in between the vines covering the portholes. This doesn't make it any less terrifying.

A whirring approaches, frightening her. She doesn't visibly startle, but her breathing becomes ragged.

One of the Duchess' mechanical retainers taps Mirjam's shoulder. A chain appears around her arm. She gasps.

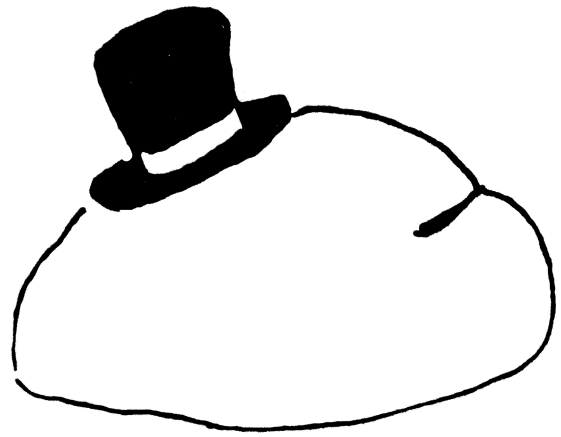
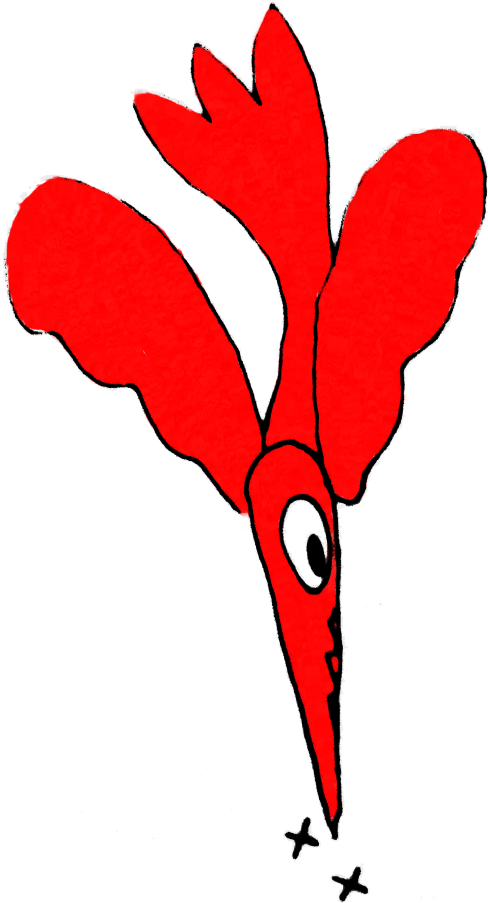
"Sorry," says the karakuri girl.

"It's not your fault," says Mirjam.



KNIFEBIRD

Knifebirds are red or yellow birds with very sharp beaks. They catch prey by diving down at them and impaling them.



LESPERTYPE

Lesperties are rocks that people have put hats on. If you put a hat on a rock, it's a lespertype. They don't move, but they'll listen to you.

You can't make a lespertype out of a troll rock. Thus, you can use hats to determine whether or not a rock is troll or not.

LIONDOG

Liondogs are like lions and dogs. They're red and white. They guard buildings loyally, and are often found outside of shrines and temples. Since they are tireless guardians, sometimes they sit for so long that they lose their power and turn to stone, kind of like a reverse youkai.

(In parts of Asia, from which these creatures originate, they're traditionally found in pairs outside buildings — sometimes one with an open mouth and one with a closed mouth, or one male with an embroidered fabric ball and one female with a cub. So, you might decide that in your game, they usually travel and guard in pairs.)

Since they are usually found guarding religious buildings, they're thought to be sent by the gods. Either that's true, or they're just very religious themselves.

Liondogs are as smart as people, but they can't talk because they have liondog faces and not person faces. They have a kind of magic called Celestial Magic, which is used to call down the blessings or curses of the gods.



MARA

Maras are girls with wolf features. They're nocturnal.

There are a lot of stories about evil maras that sit on people while they sleep and give them bad dreams. This is not so! Probably only one mara was like that, and she gave the rest of them a bad reputation. Maras can be nice or mean, and they're usually nice. Because of the stories people tell about them, they are often lonely and in dire need of a friend.

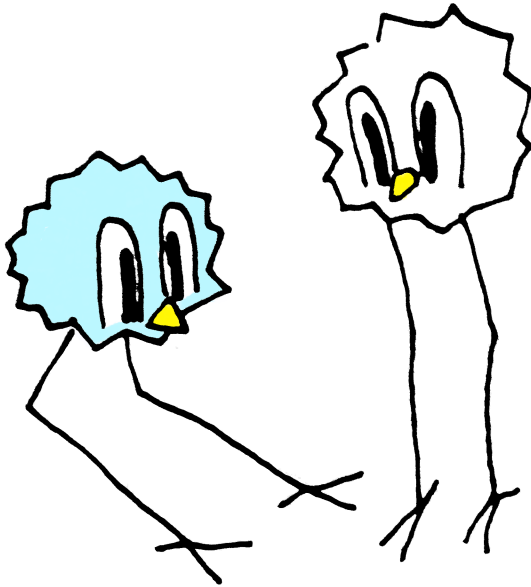
Kate meets Maxie in the park that's full of statues. If you stand very still there, you'll feel like you belong. They sit and talk.

Maxie is a mara. She'd been a human, a long time ago. She'd put on a wolf costume, and she'd not taken it off for well over a year, and then being a wolf was just a natural thing for her. She took the costume off eventually, but the ears stayed, and she'd grown claws beneath the padded gloves, and her hair tucked behind its hood had turned gray and wintery.

Kate has always preferred wolves, so she's friends with Maxie. And now they're in the park, and they're sitting and talking —

And Kate and Maxie make a deal, and Kate will become a mara too.





┘MORANID

Moranids are tall white, blue, or pink bird-like spirits that sit in bakeries or perfume shops to absorb the tasty fragrances. They're quite nice.

▀NONNY

Nonnies occupy ecological niches. Like — if you ask, "duscats are predators that live in churches, and they don't eat people, so what are their prey?" The answer is nonnies (hymn books too). As a result of this property, the appearance of nonnies is variable.

The reptile sinks beneath the heat lamp. Its tail end brushes against a paper cup that has pipe cleaners and googly eyes stuck on it.

"What," I ask, "is that?"

"The snake?" asks Mirjam in turn.

I reply by pointing at the paper cup contraption.

"Oh," says Mirjam, "that's a decoy nonny. In the wild, nonnies guard snake habitats. I guess it's, like, a symbiotic relationship. If I didn't have that there, she'd get anxious."

"Wouldn't want an anxious snake," I say. "What do snakes need nonnies to guard them from?"

"Giants," she replies.

OCELAFFE

Ocelaffes are like ocelots and giraffes, and are more ocelot-sized than giraffe-sized. They're spotty and yellow. Their horns are called ossicones.

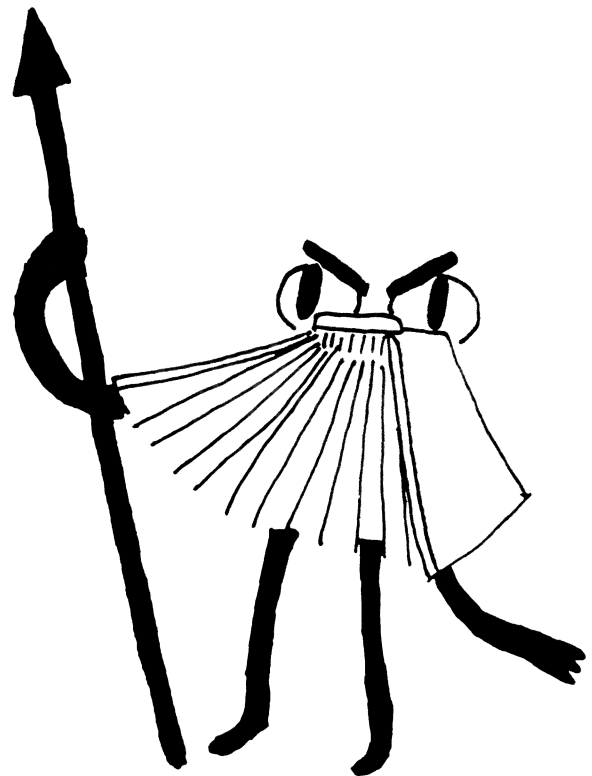
Ocelaffes eat leaves, berries, and small animals. They live anywhere ocelots or giraffes live.



POMPINSTANCE

Pompinstances are magical books with arms, legs, and eyes. Some of them carry weapons. They gather into tribes and go to war with each other, which is always very unpleasant.

Generally, it is the duty of librarians to manage the local pompinstance population.



SHUCK

Shucks are giant black dogs or wolves with glowing eyes. Some of them only have one eye. They live in the mountains near hill giants and trolls. A few trolls and giants keep shucks as pets, but this is less common than people keeping dogs as pets.

Humans consider seeing a shuck to be unlucky, perhaps because Hel's hound Garmr is a shuck. In reality, shucks have no ability to curse you and carry no latent misfortune. However, they're very spooky.

In addition to their size, shucks have the

magical abilities of strength and speed. This makes them very good at fighting. They would be good at pounding mochi, but they can't hold hammers with their paws.

SLIME

Slimes are creatures made of slime. They have little eyes and mouths. They're usually green or blue and gumdrop-shaped, but they come in many different colors and shapes.

Some slimes are made of tasty slime like parfait, maple syrup, or chocolate mousse. You shouldn't eat them.

Also, some slimes are people. These slimes are sometimes called slime people.

Contrary to popular belief, slimes do not dissolve in water. Some of them will absorb the water and grow.



TELEGRINE

Telegrines are small creatures that look like birds or cats. They live on top of telephone lines and slide across them with great speed, disturbing squirrels and birds from their perch. They eat electricity and only sometimes walk on the ground or on rooftops.



TRACERACER

Traceracers are flat creatures that live inside of books. They're a kind of library spirit. They clean stains and unfold dog ears, and annoy the heck out of pompinstances, making them both a bane and a boon to the common librarian.

Traceracers can't talk, but they produce a variety of crinkling sounds.



TROLL

Trolls are rocky and have long noses. They look like stones with arms and legs. They can be any size or shape that a rock can be, with the upper limit being the size of a small hill giant.

Sunlight turns trolls into rocks. After an hour or so in the dark, a troll rock will turn back into a troll. Trolls usually live in caves. There might be troll cities which are carved out of the insides of mountains, lit with magical troll fire that doesn't burn but does give off heat.

At night, trolls come out to play their great troll games, which involve running and tumbling around hillsides and fields. Most people can't play troll games because the games are just so rough-and-tumble that the people'd end up getting hurt. Ogres can sometimes enjoy troll games.

Trolls don't speak person languages, because they can't make the same sounds as people. Instead, they speak troll languages, which involve sounds that people can't usually make. It's possible for people and trolls to learn to understand each other's languages, though.



∇ERVENID

Vervenids sing songs in vervenid languages. They look like moranids, but they're green or yellow. They're leaf spirits, and thus they live anywhere leaves can be found.



WATER SPIRIT

Water spirits live in bodies of water, like lakes and rivers and ponds and oceans.

■NECK

Necks look like people or horses. They can be nice or mean. Those who live in flowing lakes or rivers are usually clean and pretty, whereas those who live in stagnant ponds tend to be unkempt and covered in wrack. Ocean necks are clean, but salty.

Necks can't leave their body of water, even though it looks like they'd be able to.

In places where the depths of a body of water connect to the fairy world, you might find necks who are fairies. Unseelie necks will try to lure people into the water and bind them there.

∅ERRID

Gerrids are also called skippers or striders. They're little insects that skip around on the surface of the water. They are predators that eat other bugs.

I usually like bugs, but for some reason I find gerrids distasteful.

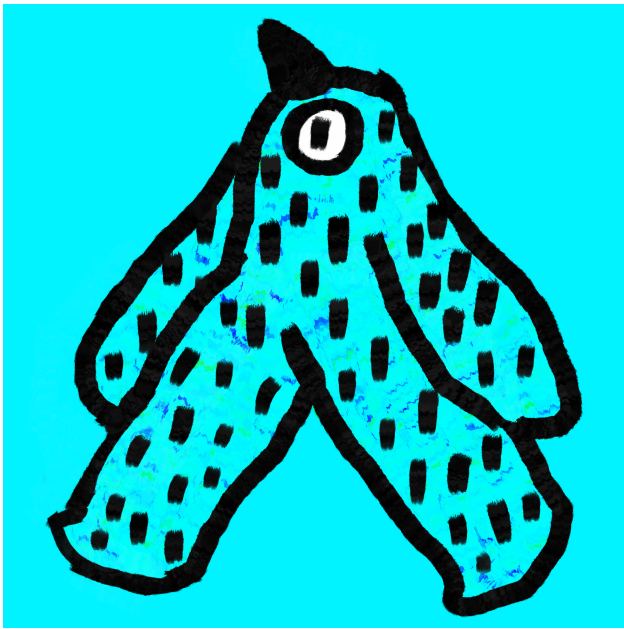
■CATFISH

Catfish are mostly like fish and not much like cats. They have whiskers like a cat's, which are also called barbels. Catfish, like cats, don't have scales; and like fish, they do not have fur.

Some catfish can walk around on land with their two front fins, but they can't stay on land for very long.

Namazus are mythical giant catfish that dwell in mud. They cause earthquakes by wiggling about under the ground. The god Takemikazuchi (also called Kashima) is the natural enemy of the namazu, and pins them down with rocks.





▼ETI

Yetis are mysterious, Mythical creatures that live on snowy mountains. They might just live in the Himalaya Mountains, or they might live in other mountain ranges as well.

Since they have 1-3 eyes, 1-3 horns, live in the mountains, and are very strong, they might be related to ogres. Since they're kind of rocky, they might also be related to giants and trolls. And, since they're furry, I guess they could be related to rabbits.

There are stories about mean yetis that eat people; but I think we should give them the benefit of the doubt, and assume that they're usually nice; since ogres, giants, trolls, and rabbits are all usually nice.



▼OUKAI

"Youkai" isn't actually a specific kind of creature — it's a general class of monsters.

Youkai come into being when animals or objects or spells survive for a long time. For objects and spells, they also need to be forgotten by people. For animals, it takes about a hundred years to become a weak youkai; for objects or spells it takes over a thousand years. Youkai made from objects are sometimes called *tsukumogami*.

Youkai gain more power the longer they live. There are a lot of dangerous youkai that like to attack or eat people, but there are friendly ones too.