

Bestiary of Another World

About this Bestiary

The experiment was a bewildering success.

One of humanity's dreams has come to life right before our very eyes! We sent miniscule flying cameras through the portals to Another world, creating windows to incredible vistas and creatures of this other world. They shocked us with their appearance, behaviors, traits, transmutations, and abilities to gather a special kind of new energy. The kind we humans did not yet know existed. How strange and somehow effective are the ways in which these creatures adapt to their environment.

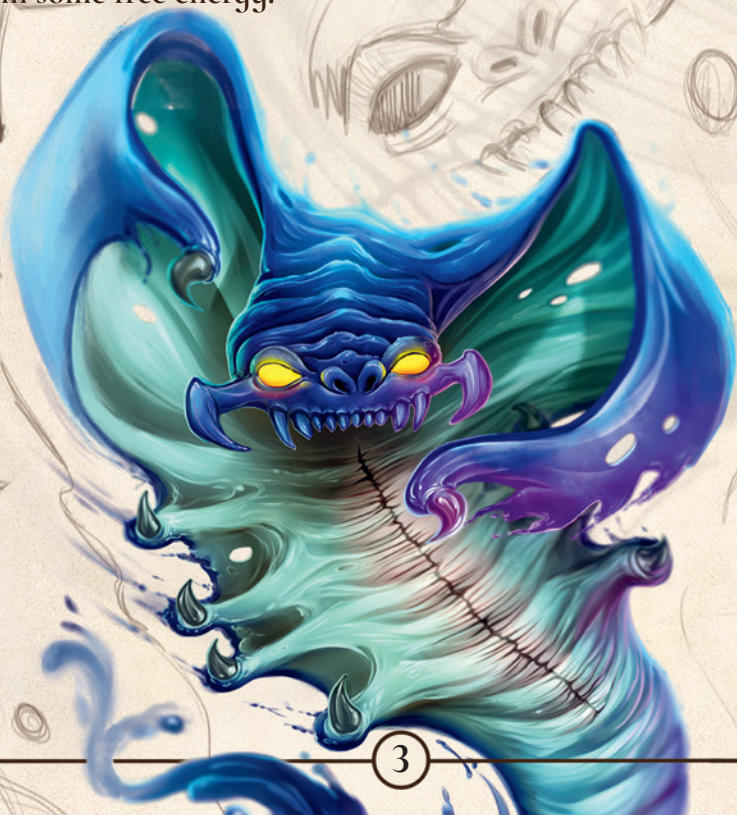
On one hand, we were afraid to harm this ecosystem, attract the attention of the creatures, or meddle in the natural course of events. On the other hand, our curiosity was piqued. We wanted to know all there was to know about these otherworldly beings. I suppose we have struck a golden balance. We gathered data only on a few of the numerous species, but we researched each of them extensively. We even gave them names — on second thought they might have been too Earth-like for such unusual creatures.

This Bestiary is the fruit of our labor. While reading it, you will be surprised time and time again by just how bizarre evolution is on this new world.



Dreadful Shrouder

The dreadful shrouder is an enigmatic and dangerous beast. It keeps close to the ground, like a rolling mist, and affects everyone in its path with paralyzing fear. Its chilling embrace makes creatures forget their abilities. And what could be worse than forgetting about your wings or fire breath at a crucial moment? Like the creature itself, its habits are largely a mystery. It prefers obtaining energy not through fighting but rather by scouring the most remote corners of Dark Backwoods. However, you can only pity someone who crosses paths with a shrouder. The creature is stealthy to the point of being imperceptible, but it follows the rule that «the best defense is a good offense.» Often, the dreadful shrouder chooses a preemptive strike and quickly slithers away. The paralyzed victim is then left at the mercy of someone eager to obtain some free energy.



Firetooth

Looks can be deceiving: however little and spry a firetooth may be, it can be extremely dangerous! It has mastered the most devastating of all elements — fire. It uses this ability to attack other creatures. It's almost impossible to survive a firetooth attack without losing something. The terror of it makes some forget their mimicry skills; others may even lose their long tails! This plays right into the firetooth's scaly "hands" — the creature can transform pain and terror into pure energy.



Midnight Goatling

The midnight goatling is a strange creature even by the standards of its own wondrous world. Do not be fooled by its innocent and harmless appearance. The goatling's eyes are always open. You never know if it is asleep or just standing incredibly still while staring off into the distance. Slowly scanning its surroundings, the creature embarks on its hunt. It finds itself a hapless creature that even for a brief second catches the goatling's eyes. A glance is enough to put its victim into a deep and restless sleep for several hours. While entranced, the goatling will siphon energy from terrifying images of someone else's nightmares and then leave the defenseless victim for other aggressive creatures.



Yargh

Aggressive and belligerent yarghs take a very effective approach — they siphon energy directly from the target of their attack. Yarghs sneak up undetected and attack from a distance, since they don't need to be in contact with a creature to render it powerless. They use their enormous leathery wings to cover long distances in search of a target. However, they don't attack from above. They need to bide their time and observe their victim while the energy flows from it. The energy is then stored in yargh's miniscule horns. The creature is cautious of aggressors, especially other yarghs, so it hides in the most inhospitable deserted locales and never sleeps in the same place twice.



Lavamander

The lavamander is one of the most widespread creatures in Another world. One can encounter this tiny, quick, and hardy creature anywhere: among the sands, in the forests, on the riverbanks. Their favorite activity is to find a warm rock and lie there without a care in the world. But there is more than meets the eye. The lavamander is resistant to fire and trying to scare it off with a stream of flame is useless. The reptile will just scoot on over to another place, taking no damage. Most lavamanders have fire-red scales. However, the patterns and coloration may differ wildly — from green stripes to pink specks. Bright lavamanders, scurrying everywhere, liven up any landscape.



Margoo



A sleeping margoo resembles anything but a living creature. It is sticky, slippery, and amorphous. Its appearance and smell are repulsive to many. The moment it opens its numerous eyes and stands up on its equally numerous legs, it transforms into a being that is perfectly adapted to a harsh environment. With a wide field of view, quick reaction time, and the ability to run quickly, the margoo can escape from those who seek to take its energy or frighten it with fire. As long as the margoo is awake, nothing can take it by surprise. However, with so many eyes, it's hard not to encounter its archnemesis — the midnight goatling. When it does, the margoo falls asleep and becomes easy pickings to any passing aggressor until the creature wakes up.

Vilecap

While the vilecap possesses eyes and sprout-like legs, it spends most of its time like a plant. Only when some clumsy creature threatens to squish the vilecap, it pulls its legs out of the ground and scurries away — to quickly borrow into the ground in a new place. Despite its bright hues, the vilecap is not aggressive. Although attacking one is a huge mistake. When threatened, the vilecap sprays a volatile liquid. If its aggressors inhale this liquid, they lose energy. Sometimes the loss is so severe that the creature has to rest lying down half-burrowed into the ground not unlike the vilecap itself.



Harmhorn

Harmhorns are small, peaceful-looking creatures with puffy blue fur. They never attack anyone, and oftentimes live in small groups digging out spacious burrows. Through their evolution they have developed an optimal way of fighting aggressors.



When a creature attacks the harmhorn, the cute puffball transforms. Its soft fur becomes rigid needles, it bares its fangs, and its eyes burn with blue flames. Usually the attacker is so shocked by this sudden transformation that it loses some of its abilities and flees. After the aggressor retreats, the harmhorn reassumes his peaceful appearance.

Cerulean Drake

For cerulean drakes it is not about survival of the fittest. It is about survival of the friendliest. They cannot breathe fire or toxic fumes. They are very calm and have no means to defend themselves. But what they do have is larger-than-life maternal instincts that drive them to take care of any creature in need. This trait makes them extremely beneficial to have around. Therefore, most species have developed an instinct to protect cerulean drakes instead of hurting them, creating a symbiotic relationship. What is most curious is that these creatures freely offer their energy to others. Supposedly, taking care of others is fulfilling enough for them.



Furball

Furballs are miniature blobs of fluff. They jump about everywhere, gather into groups and then scatter. Their paws are very stubby, so they interact with the world using their long prehensile tongues. Furballs are playful and hard to scare, so they become excellent companions to other creatures, but they are not good at long-distance traveling. Because of that, they often travel to a Source with a companion. When they lose too much strength, they can transform their companions' positive emotions into energy, without harming anyone. Conversely, furballs are terrified of aggressors and steer clear of them.



Horned Wurm

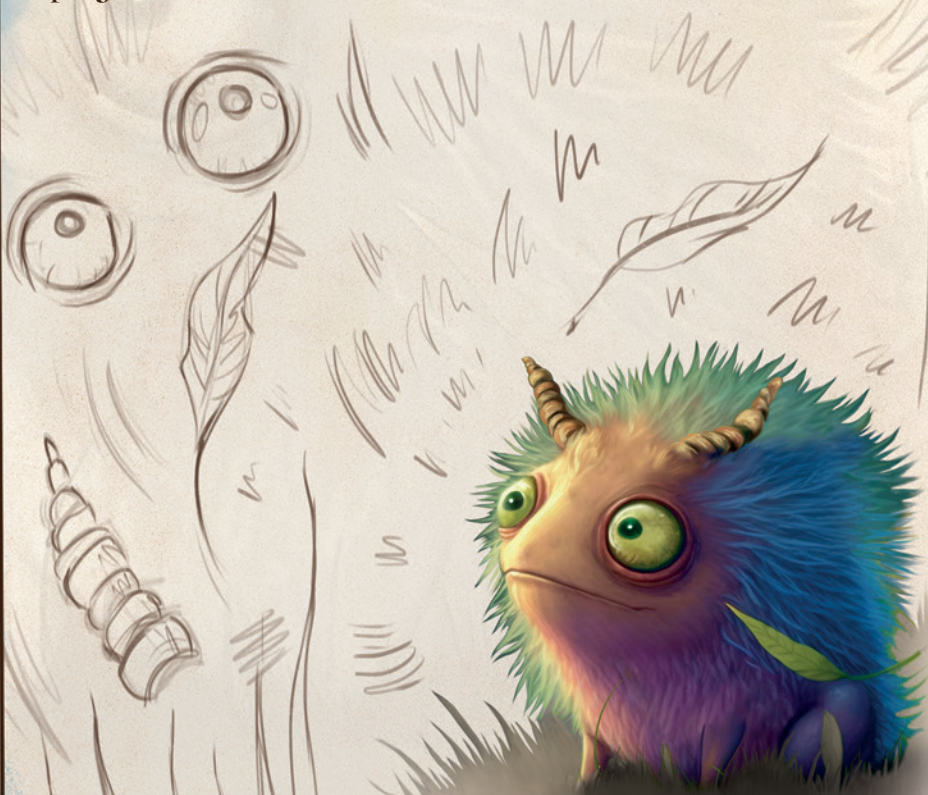
These enormous slow serpents often frequent shadowy marshes. Regardless of their size they are harmless. A young wurm can be identified by its relative nimbleness, shiny scales, tiny crystalline horns and ceaseless curiosity. This stands in sharp contrast to old and wise hulking giants distinguished by a veritable forest of crystals on their heads! At some point of its life, a wurm might become so slow that it has trouble slithering.



When this happens, the creature knows that the time has come to shed. The wurm gathers energy to shed its old skin along with its heavy crystals, which store the creature's experience. The wurm's movements becomes much less restricted and its old skin dissolves into pure energy.

Ittybit

These tiny short-legged creatures seem to never grow up. Above all they want to play and frolic, especially with furballs, which are considerably bigger than ittybits. Such a small size does come with its own advantages as ittybits need much less energy to transmute. Most of these creatures never grow up. But there are some adult specimens who lose all their childish cuteness. Their horns grow large, and their limbs lengthen and become freakishly long. Their body becomes bigger, but their fur coat does not and becomes uneven tufts. Their demeanor sours, and the creature loses its playfulness.

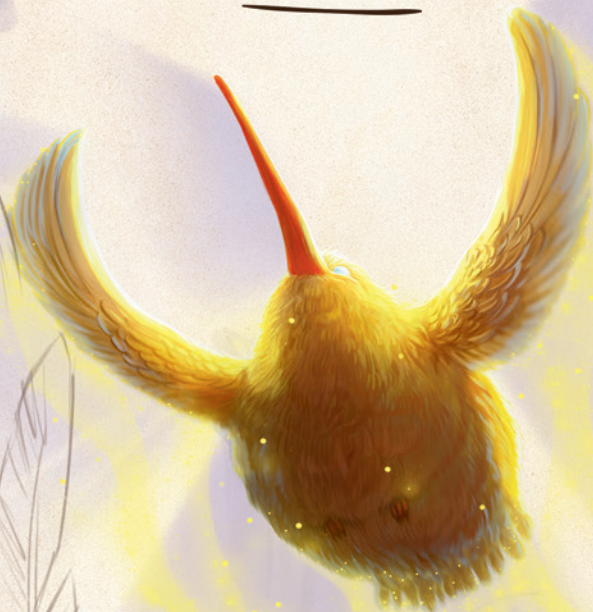


Starboar



The starboar is as enigmatic as it is elusive. Its body is transparent and glows blue in darkness. The starboar spends most of its time walking under the starlight through the mountains. Other creatures rarely notice starboars and starboars in turn pay little attention to those who do not glow in the moonlight. However, if another of their kind appears nearby, the starboar gets incredibly territorial and tries to scare off the intruder with loud noises. Its opponent usually has the same idea. The screeches of the starboars, just as obnoxious as the buzzing of pushies, often keep other creatures awake at night.

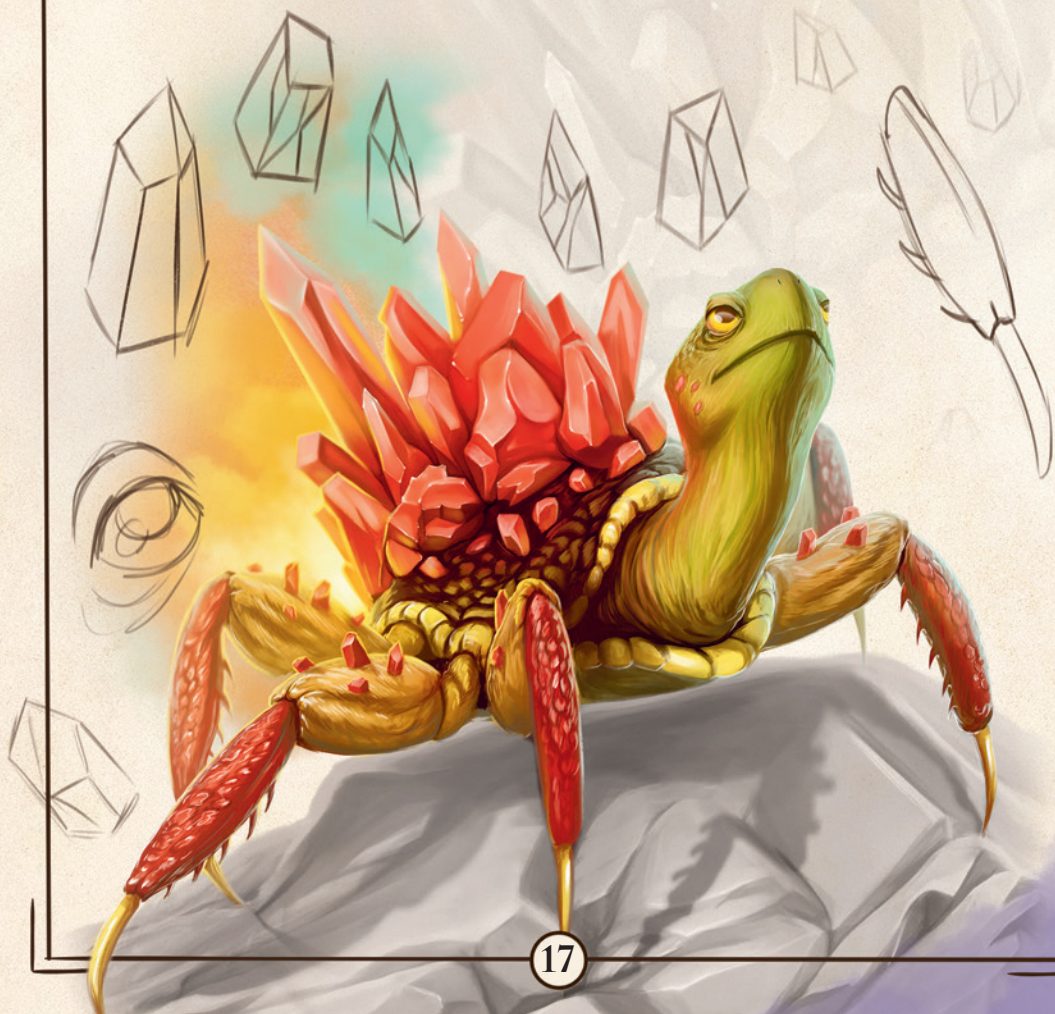
Diving Moa



Rarely a creature is able to fly as high as the moa. This creature nests on the tallest peaks and thus is virtually invincible to non-flying aggressors. However, at these heights, it's hard to stay warm. Therefore the moa's body resembles a fluffy ball. Underneath all this fluff is a highly effective flyer. Its air mastery allows it to quickly dive steeply, almost vertically, and then immediately gain altitude again. In the brief moment the moa spends close to the ground, it can scan its surroundings or gather energy from a Source. However, it is still an opening for aggressors. If for some reason a moa loses its wings, it has to travel by rolling on the ground until it can regrow new wings. The moa's miniscule legs offer almost no help since they are largely rudimentary.

Ruby-Red Crab

Ruby-red crabs often live not far from other creatures. The crab skillfully imitates its neighbors and can acquire any trait. When the ruby-red crab witnesses a creature breathing fire, it immediately can do the same. When it sees a flying creature, the crab loses interest in fire and grows wings. This fluidity is the crab's main trait. If left alone or among others of its own kind for a long time, the crab becomes sluggish. The bright crystal on its back dims. But the moment there is another creature to copy, the crab springs back and loses itself in its favorite pastime.

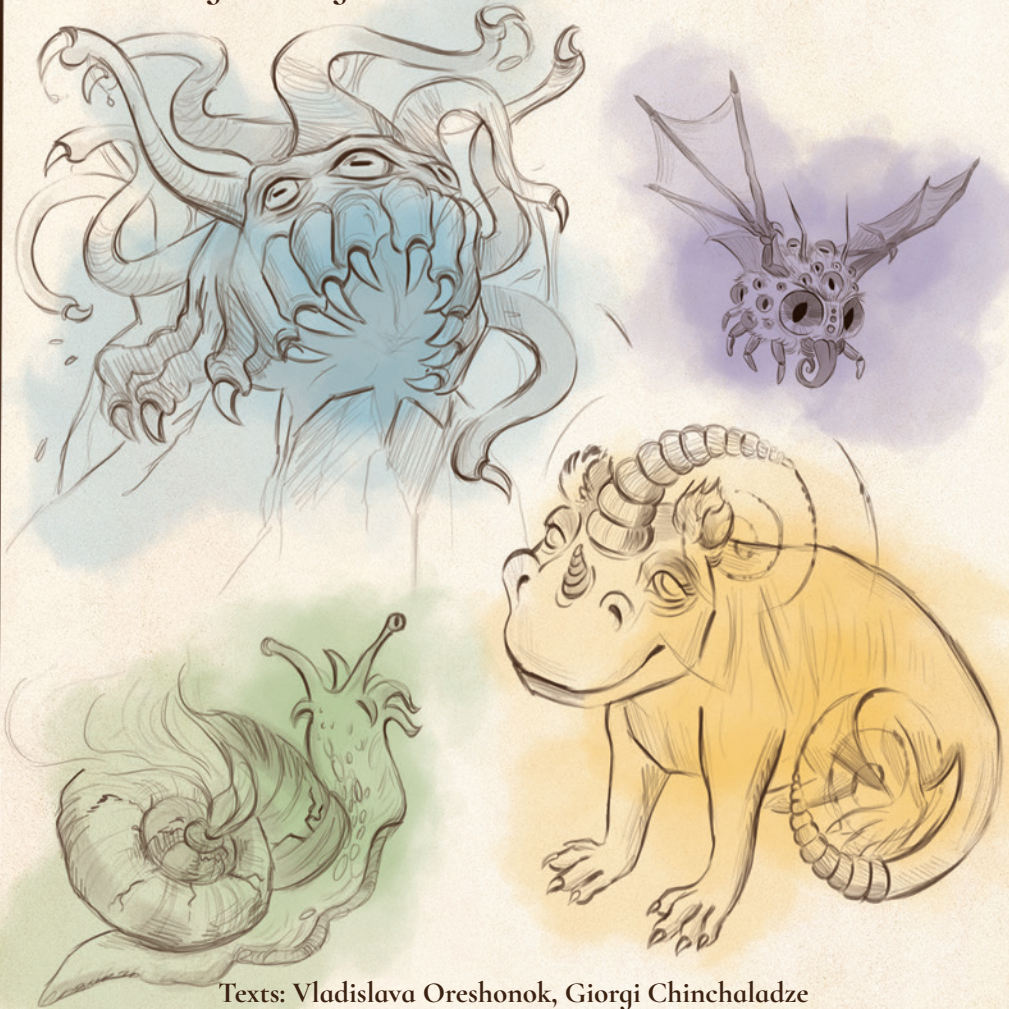


Pushy

Pushies are incredibly intrusive little critters. They can rouse anyone from sleep. It has 3 pairs of limbs that end in sharp bristly tips, wings that buzz loudly, and finally, a long tongue which pushies use to tickle ears and noses. After the pushy finds a sleeping creature to its liking, it will not rest until its victim wakes. Shooing it away is useless — the pushy is nimble and clingy. Having a thick undercoat or other traits will not help, as the pushy strikes when the target is defenseless. After getting what it wants, the pushy takes its time enjoying the confusion and displeasure of its victim, then flutters off to find another one.



Another world is diverse. While we studied the species as described here, we found others, equally amazing. Creatures that are willing to lose parts of their bodies to make a successful attack. Beings that acquire special traits that help others to transmute. Dream-eating giants and even time-controlling species. How many breakthroughs have yet to be made...



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