

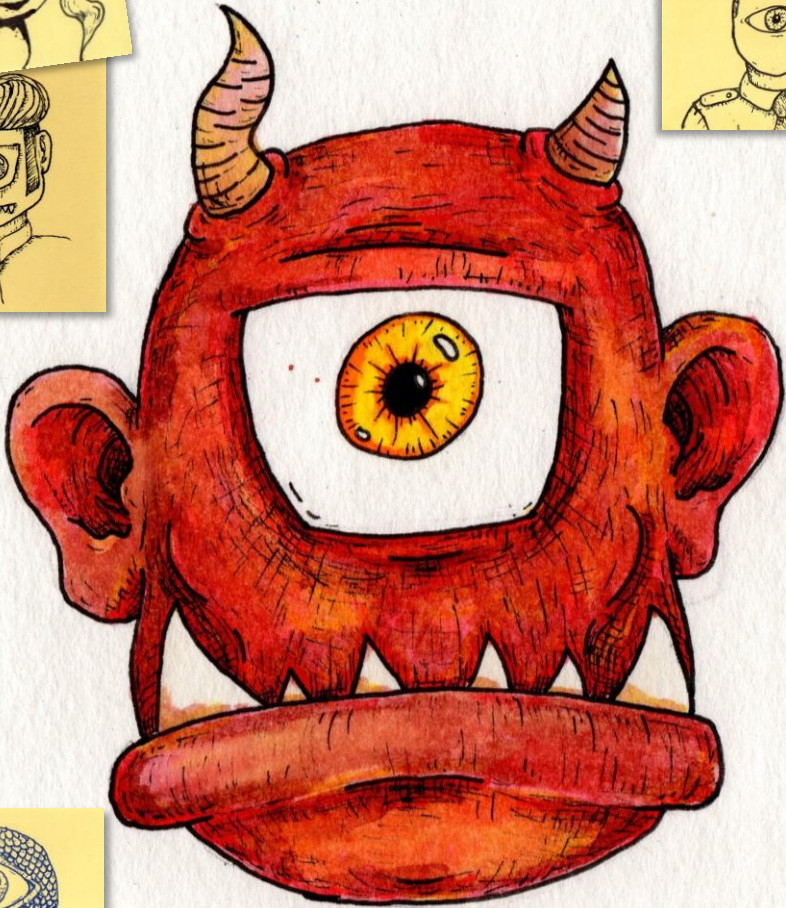
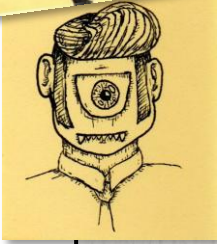


THE
BESTIARY



Barend Harris

CYCLOPS

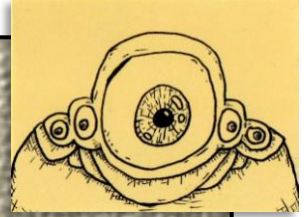
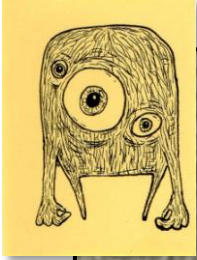


CYCLOPS - from Greek *Kyklōps*, literally 'round-eyed', from *kuklos* 'circle' + *ōps* 'eye'.

Cyclops come in various different forms and have a keen dress sense, however they are slightly self conscious about their huge singular eye. They often compensate for this with a wide array of cool modern hairstyles. Cyclops are generally subterranean and have a long tradition of metal working, though the younger generation now more typically have jobs in new media and marketing.



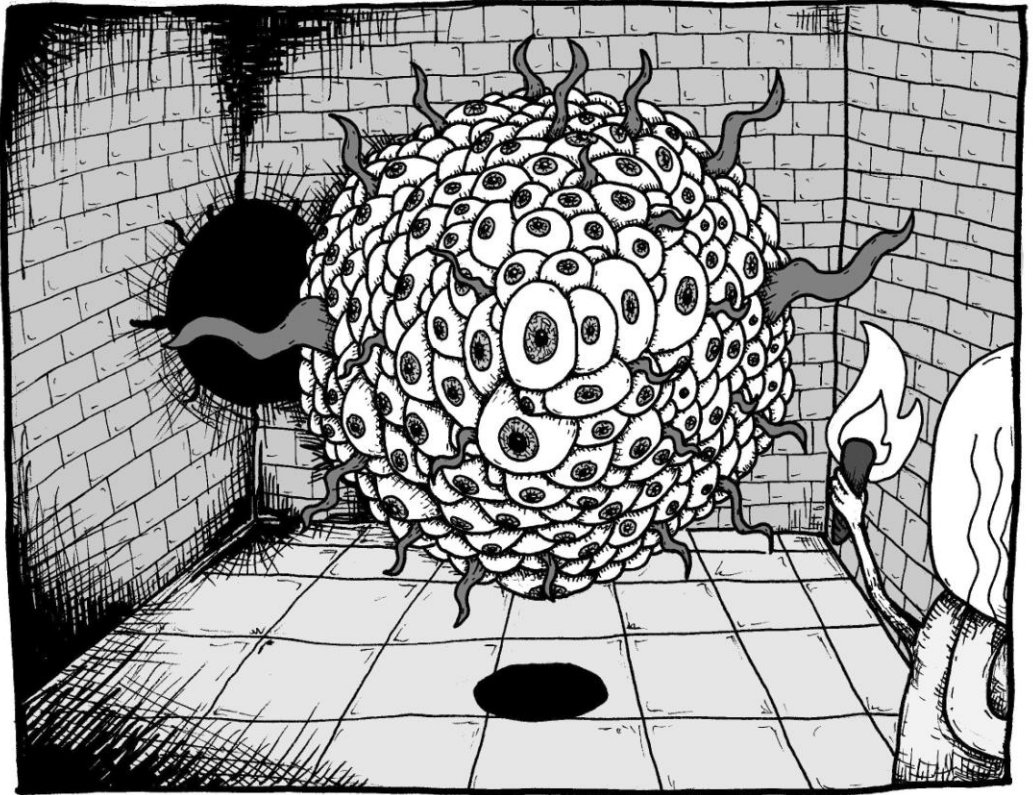
TRICLOPS



TRICLOPS - from Greek prefix *tri* meaning 'three' and English *Cyclops* via Greek.

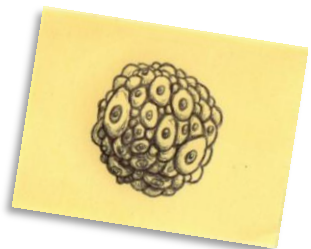
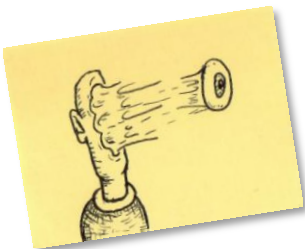
A Triclops is usually a member of the ruling class in Cyclops society. A Triclops is created when a Cyclops is gifted two additional eyes by an Opticon (see overleaf). This gifting is usually performed in an elaborate coronation ceremony when a new Cyclops leader is chosen. Triclops are honoured in Cyclops society as their additional eyes give them depth perception, so they fall over far less often.

OPTICON



OPTICON - from Latin *opticus* 'of sight or seeing'.

An Opticon is a floating sphere made up of eyeballs and occasionally tentacles. Opticons roam around collecting and distributing eyes like they are the lords of vision. When one Opticon gets too large it will split into two smaller Opticons. They can however be kind and they have been known to give blind people new eyes. Although they do steal peoples eyes too, which isn't very nice.

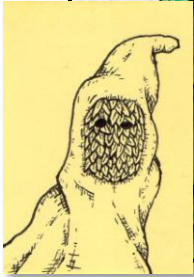




WOODLAND

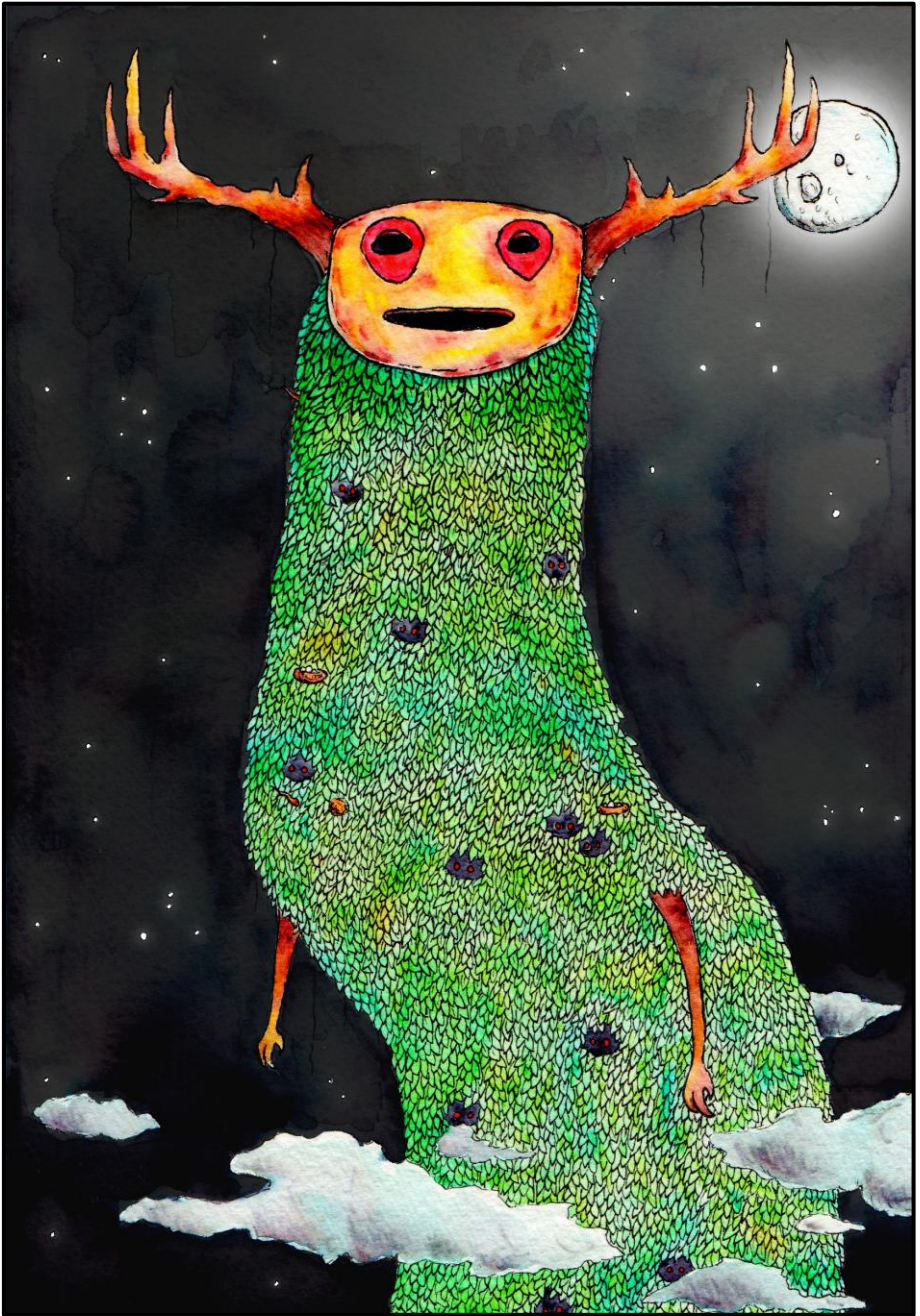


TREE WIGHTS



TREE WIGHTS - from Old English *trēow* 'tree' and Old English *wiht* 'thing, creature' related to Dutch *wicht* 'little child' and German *Wicht* 'creature'.

Tree Wights are the protective spirits of trees. They have a mask-like wooden face and a body made from leaves or other tree material.



Each month at the full moon Tree Wights flock together like starlings to create a huge Forest Wight that rises above the forest canopy.



Some Tree Wights try to join human society, although this is usually unsuccessful as they do not quite manage to blend in.



WUDUFOLK



WUDUFOLK - from Old English *wudu* 'wood' and Old English *folc* 'folk', of Germanic origin; related to Dutch *volk* and German *Volk*.

Wudufolk are small mischievous creatures that live in woodland. They can be recognised by their large glowing eyes. Wudufolk were far more common when large forests still covered Europe, which is why you can sometimes see carvings of them in old churches.

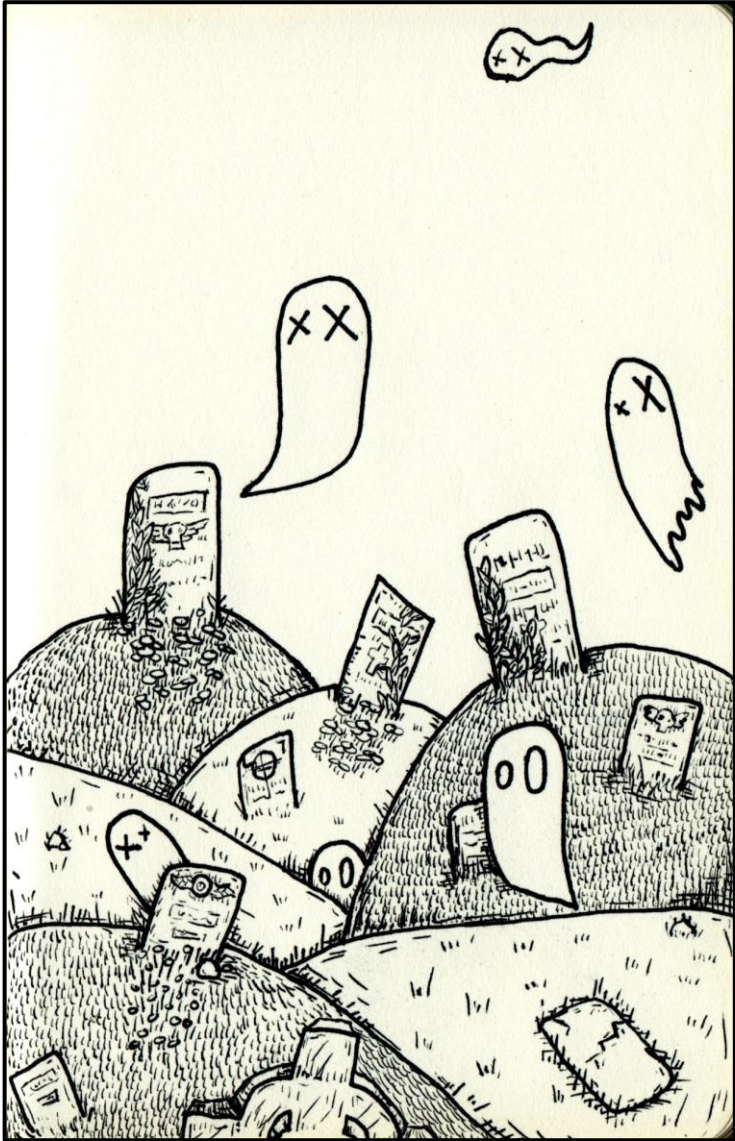
KABOUTER



KABOUTER - possibly derived from the Germanic word **kuba-walda* meaning 'house guardian'.

Kabouters are essentially Dutch gnomes. They usually have a large full beard and wear a red hood or cap. They are found only in the low countries and usually live in abandoned houses and windmills. Kabouters also live in the woods, usually in toadstools, these are known as Boskabouters.

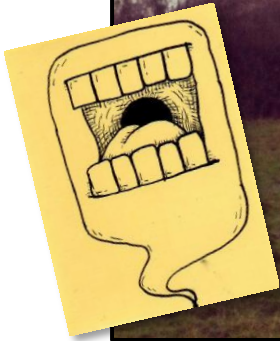




SPIRITS

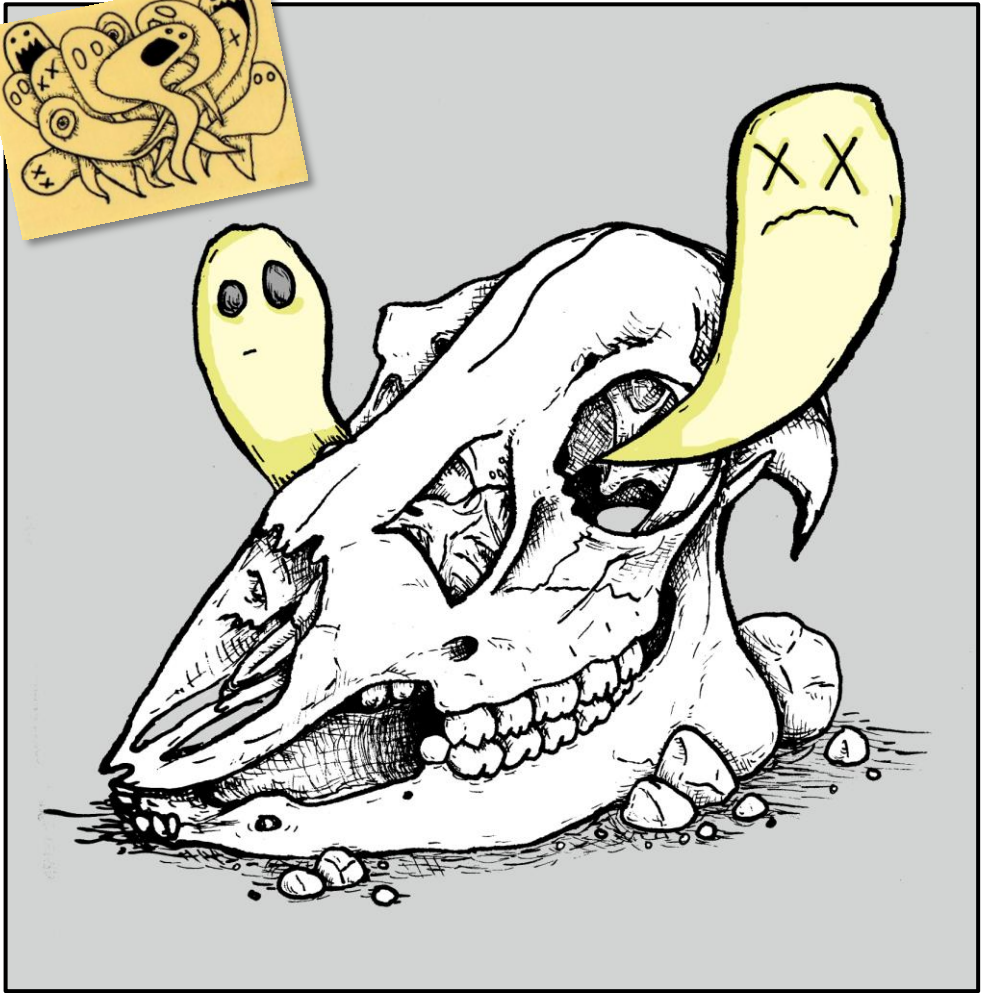


GHOSTS

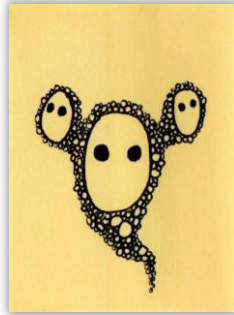
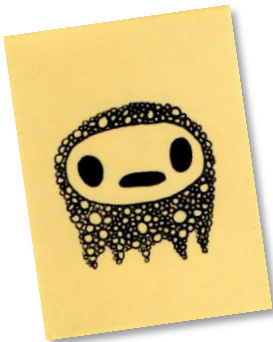


GHOST - from Old English *gāst* (in the sense 'spirit, soul'), of Germanic origin; related to Dutch *geest* and German *Geist* .

Ghosts are the departed souls of dead creatures, mainly humans. These lingering presences can be found almost anywhere, but are at their highest concentration around churches and graveyards.



Animal ghosts are usually found in Woodland and pasture. As the remains decay and disappear so do the ghosts.





SURRUW



THE SUMO OF SORROW

The Surruw is the personification of sorrow, it is a distillation of the despair felt by the defeated. Whenever someone loses a game or competition the Surruw get stronger. With the rising popularity of video games the Surruw are getting more numerous and powerful due to the high frequency of loss and frustration.



LADY OF THE BEACONS



THE LADY OF THE BEACONS

The beacon warning system began in England in the Elizabethan era to warn of an invasion by the Spanish Armada. If the Armada was sighted at the coast the beacon was lit. When the next hill saw this, they would light their own beacon, creating a chain reaction until all the beacons in the country were lit. A story spread amongst the beacon watchers of a woman made of fire that would attack watchers if they were not alert.



VAMPIRE



VAMPIRE - mid 18th century: from French, from Hungarian *vampir*, perhaps from Turkish *uber* 'witch'.

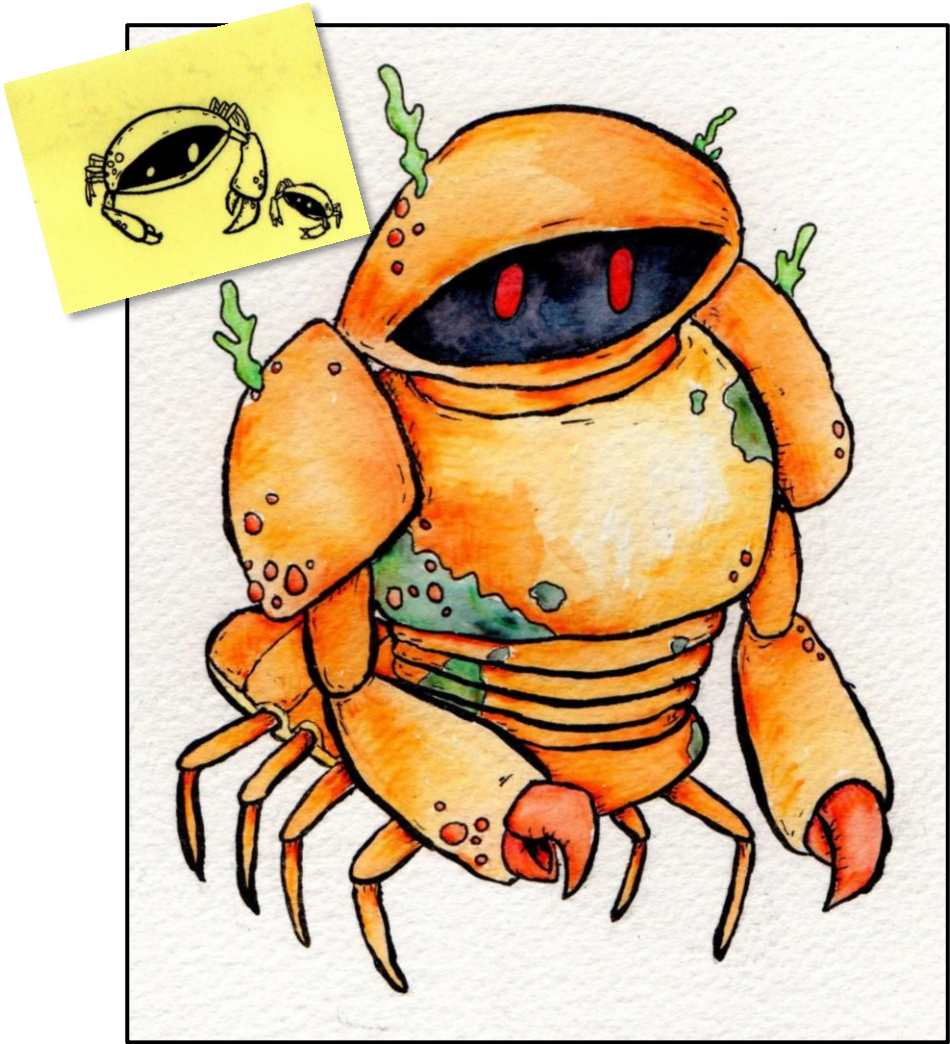
Vampires are undead creatures that survive by feeding on the life force (usually blood) of the living, they also have the ability to transform into bats. Vampires are thought to have originated in Romania and Hungary, particularly in the Transylvania region.



AQUATIC



CRAB PEOPLE



CRAB – from Old English *crabba*, of Germanic origin; related to Dutch *krabbe*, and more distantly to Dutch *kreeft* and German *Krebs*.

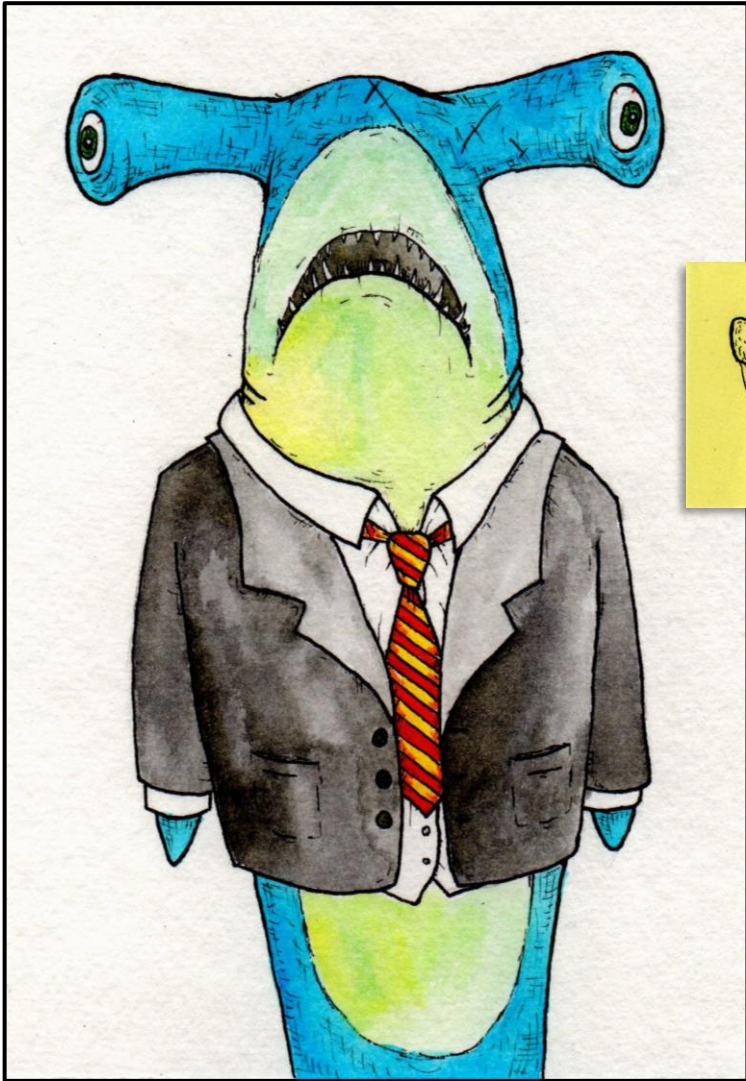
Crab people are humanoid arthropods who operate a relatively sophisticated society on the ocean floor, they do however sometimes venture onto land.



Some Crab people are more human than crab, they have to live on land as they cannot breath underwater for very long.



SHARK PEOPLE

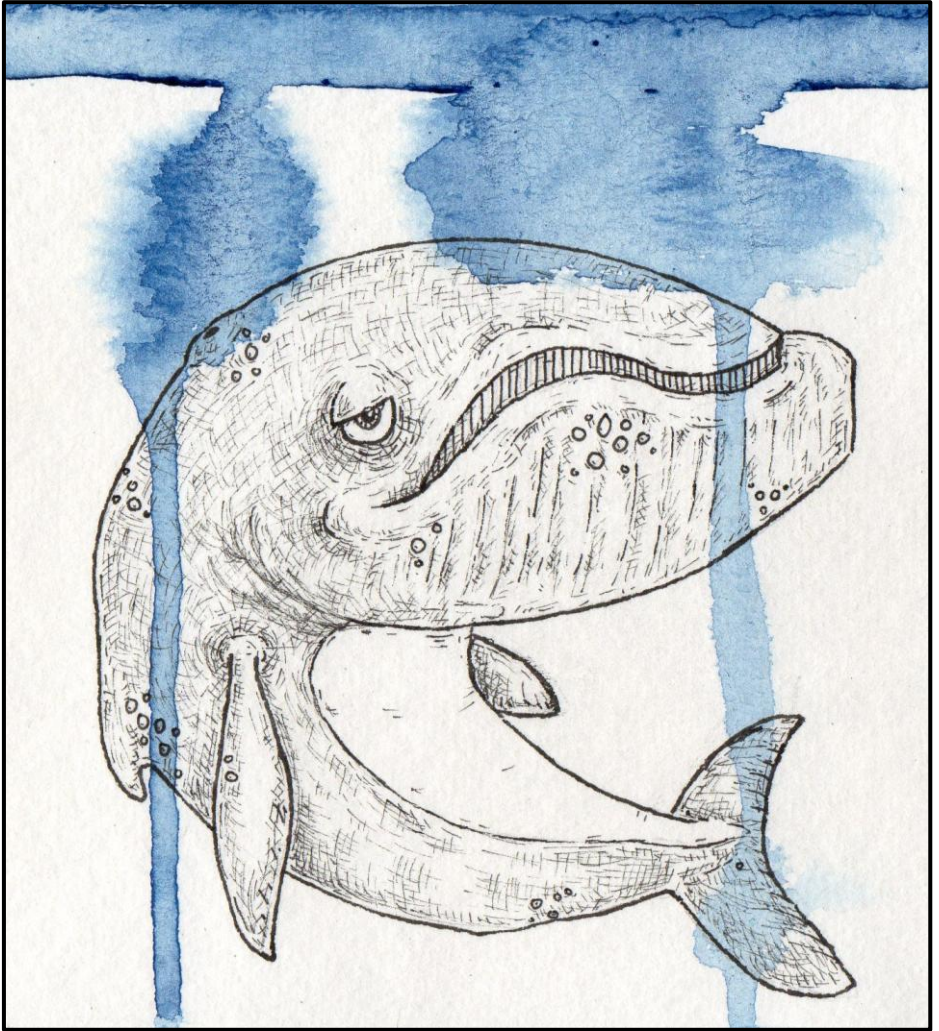


SHARK - from late Middle English: of unknown origin.

Shark people believe themselves to be superior to the crab people. They are arrogant and ruthless and casually prey on the crab people and occasionally weaker members of their own species.



LEVIATHAN

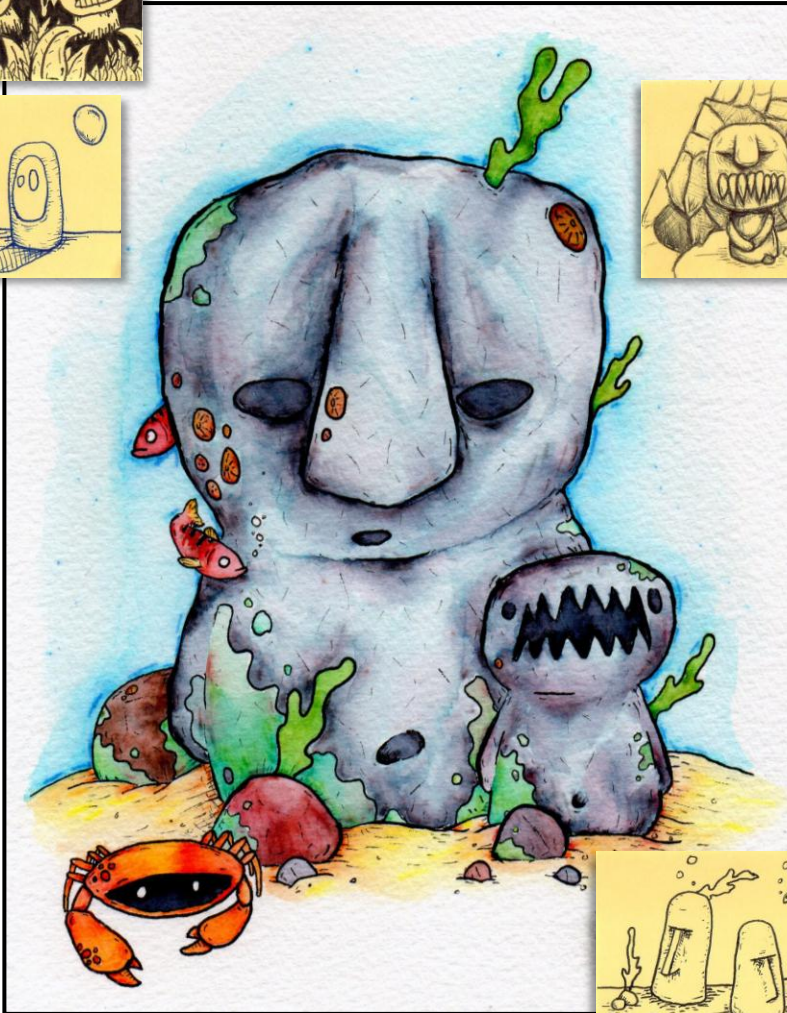
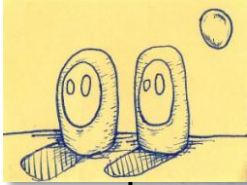


LEVIATHAN - via late Latin from Hebrew *liwyāṭān*.

Leviathans are the colossuses of the sea and are gentle giants. They can grow to a huge size but subsist purely on a diet of krill. They are thought to be the largest animal that has ever lived on Earth.

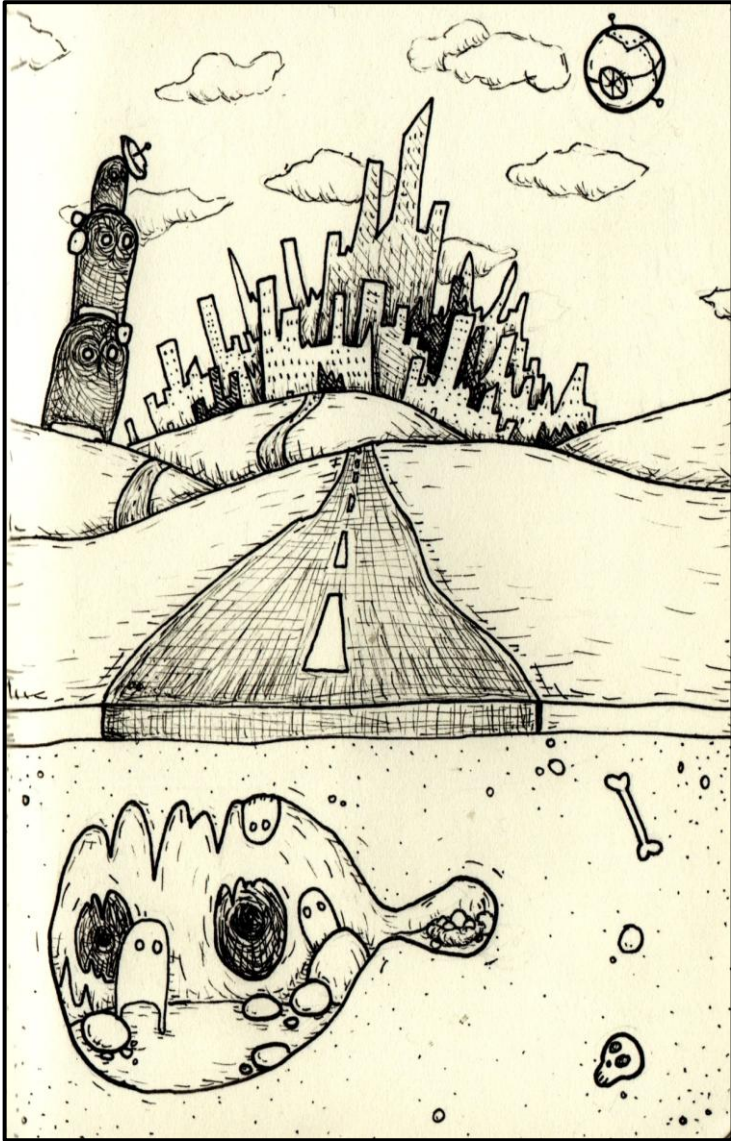


IDOLS

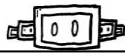


IDOL - Middle English: from Old French *idole*, from Latin *idolum* 'image, form' from Greek *eidōlon*, from *eidos* 'form, shape'.

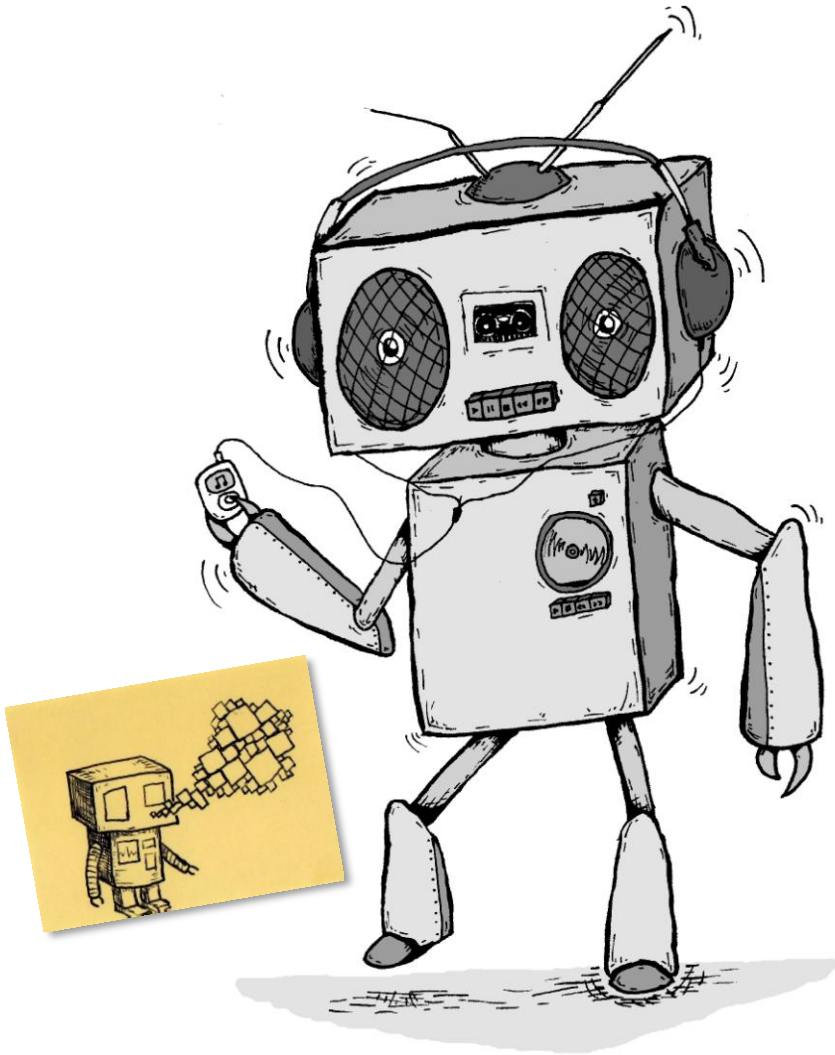
Idols always come in pairs, often they embody dual ideas: male and female, dark and light, good and evil. They appear the world over and are suspected to have been carved by ancient human societies. However they are often found in locations far remote from any human settlement, ancient or modern, so the carvers remain a mystery.



MODERN



ROBOTS



ROBOT - from Czech, from *robota* 'forced labour'. The term was coined in K. Čapek's play *R.U.R.* 'Rossum's Universal Robots' (1920).

Robots are mechanical humanoids guided by artificial intelligence, they were first built by humans but later learnt how to self replicate.

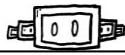


RAINBOW ROBOT

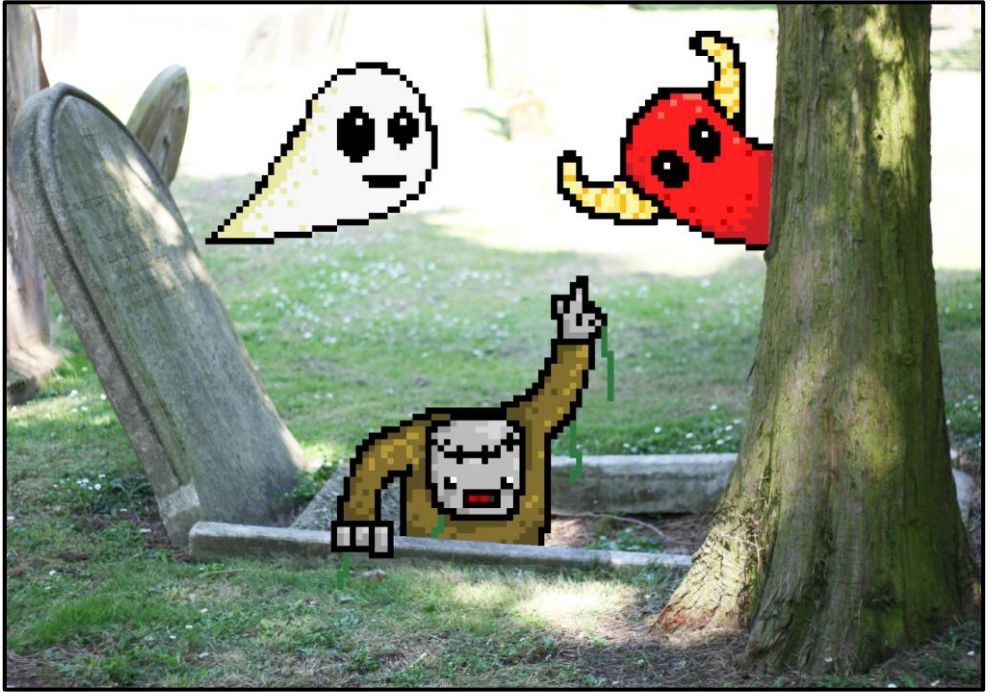


RAINBOW - from Old English *regnoboga*.

A rainbow robot is created from RGB light that has leaked out of computer monitors. This light is gathered by robot engineers and crystallized into a body, a robotic head with an artificial intelligence is then added.



DATA BEASTS



DATA - mid 18th century from Latin, literally 'something given', neuter past participle of the verb *dare* 'to give'.

Data beasts are creatures that have escaped out from abandoned and forgotten computer games into the analogue world. They are made purely from data and usually hang around places that are closest to their 'in game' environments. This is why you may see malformed Mario characters running around mushroom farms.



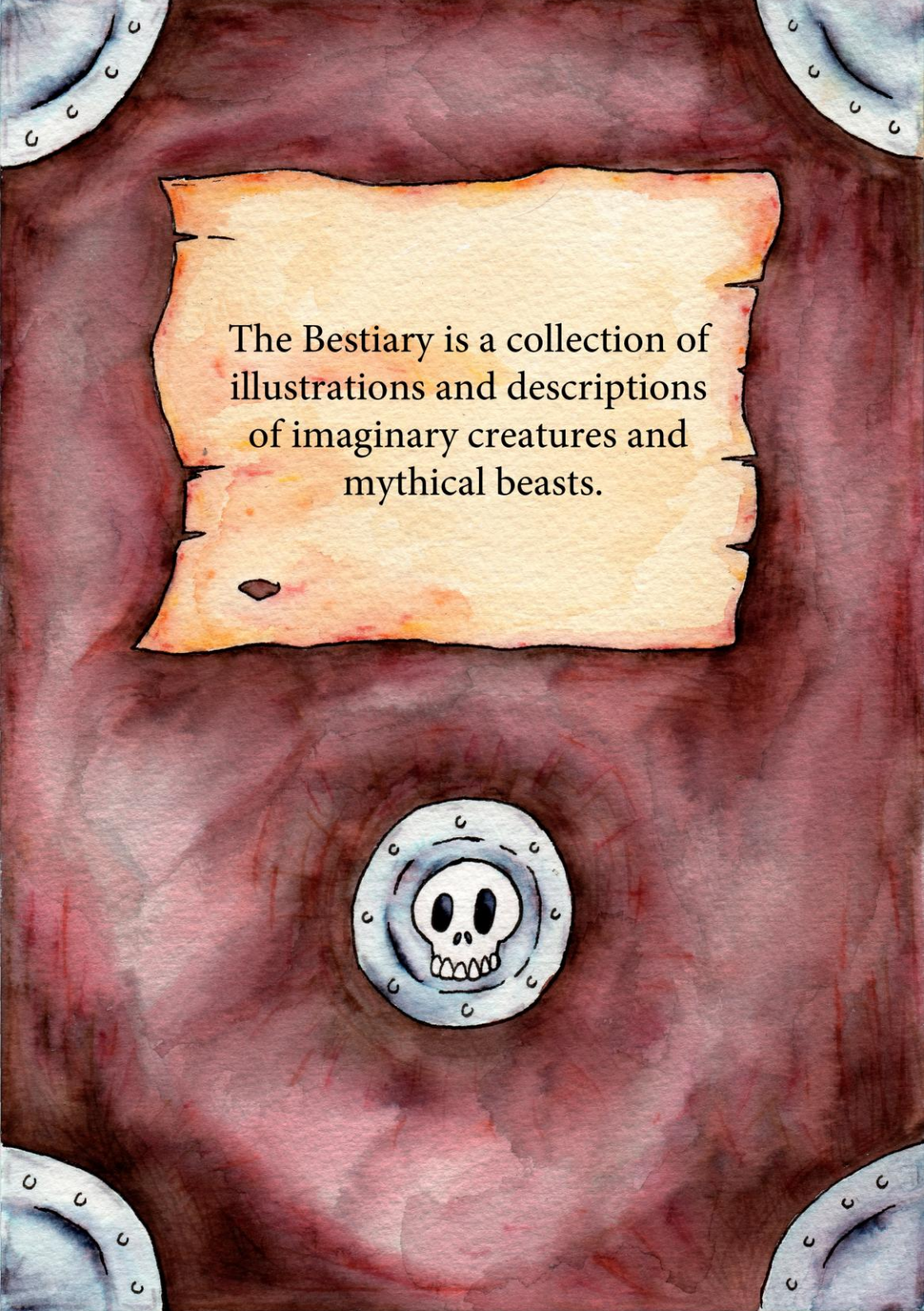


BANANA GOBLIN



GOBLIN - Middle English: from Old French *gobelin*, possibly related to German *Kobold* or to Greek *kobalos* 'mischievous goblin'.

Banana Goblins are purple Goblinoids that live in banana fruit. They are often recruited by banana growers for promotional purposes. They are made to advertise bananas all day which makes them bad tempered as they would far rather be doing their own thing.



The Bestiary is a collection of illustrations and descriptions of imaginary creatures and mythical beasts.

