

Creatures

No fantasy setting would be complete without fantastic and magical creatures roaming the world. We have attempted to include only historically accurate, or completely original descriptions of creatures in Boundless. Some creatures, such as the cold phoenix, may not be historically accurate, but are actually an attempt to help maintain balance within the fantasy setting.

Changelings

A changeling is any creature or object used to replace any living child.

Some changelings are replicas of children, carved from enchanted, living wood. The enchantments that give these changelings life are short-lived, and the “child” appears to become sickly and die shortly after the switch is made.

Some changelings are actually troll or fae children, swapped with another child for various reasons, typically to prevent in-breeding, or because being raised by the new parents is looked upon as “luxurious”. If undetected, these children either grow up thinking they are genuine members of their new family, or they remember their true nature, and will return to their original family later in life.

Some changelings are elderly fae, nearing the end of their lives. These changelings are exchanged so the elderly fae can live out their final days being pampered by their “new parents”.

Any changeling that lives more than a short while will act as any child would in its place for as long as it stays with its new parents.

Dwarfs

All dwarfs are wise, industrious crafters. Dwarfs are typically gruff and abrasive in their interactions with other creatures, and show respect only to beings they deem worthy of high praise, typically beings humans would describe as “angelic” or “godly”. Dwarfs happily do the bidding of these “angelic” or “godly” creatures without asking for anything in return. There are two types of dwarf.

Earth dwarfs live deep underground near sources of molten rock. These dwarfs use the heat of the molten rock to forge strong metals, and their mysterious artifacts. Earth dwarfs tend to have little hair and dark, leathery skin, due to their perpetual proximity to intense heat. These dwarfs have trouble seeing in normal lighting conditions, preferring instead the bright illumination provided by molten rock. For this reason, earth dwarfs rarely venture away from their sources of molten rock. Some earth dwarfs live in volcanoes as well. While volcanoes can be tall, like mountains, the dwarfs inhabiting them are still considered earth dwarfs, and are not to be confused with their cold-weather cousins, the mountain dwarfs.

Mountain Dwarfs live underground, high up in the mountains. Due to the very cold nature of their homes, mountain dwarfs tend to be heavyset, having a lot of body fat to insulate their warmth, and very hairy, and often sport long, thick beards. Just like earth dwarfs, mountain dwarfs are craftsmen, though they tend to avoid intense heat, as it may cause avalanches. Instead, they work with more malleable metals, such as gold and silver. Mountain Dwarfs also develop the ability to see in complete darkness. While their eyes can adjust to normal lighting conditions, the process takes a while leaving the mountain dwarf effectively blinded during the transition. In very hot seasons, when the mountain snow melts, mountain dwarfs often venture outside and cold-forged iron weapons are feared by most fae creatures.

Ghouls

Ghouls are demons, appearing to be gaunt, pale, hairless humans. Ghouls subsist on a diet of human flesh and bones. While they prefer fresh corpses, they aren’t terribly picky, and are known to eat

the remains of long-dead, rotten corpses. Ghouls live underground, typically in the desert, and always near a source of corpses, such as recent battlefields, or cemeteries. Ghouls are known to shape-shift into hyenas to hunt. Though sunlight isn't harmful to ghouls, they tend to avoid sunlight, as their coloring is more suited to hunting at night. Ghouls have long claws, and maws full of long, sharp, jagged teeth. Ghouls use their claws and powerful muscles for digging, tunneling, ripping open coffins, and tearing the living into pieces, either in defense or offense. Ghouls also have large mouths, and powerful jaws, capable of biting through and chewing bone and flesh alike.

Goblins

Goblins are ugly creatures that are anything but likeable. They range from the size of young children to full grown adult humans. At best, goblins are mischievous, and at worst, they are malevolent. The term "goblin" doesn't refer to a particular species, but instead is used to refer to any of the more unfriendly fae. The fae kingdom deals in dichotomy, meaning for every good type of faerie, there is a similar, often grotesque version. Some goblins are known to steal human children, and replace them with changelings. If these stolen children are of a mischievous nature, they are typically raised to become goblins themselves. If the children are pure and innocent, they are usually either corrupted, to be raised as goblins, or they're consumed by the goblins in one fashion or another.

Harpies

Harpies are medium sized creatures with the heads and torsos of beautiful women, and the wings, tails, and feet of large birds of prey. All harpies are descended from the original harpies, which were thought to be sent by Zeus, who tormented Phineas, a king and prophet who angered Zeus by revealing too much. Phineas was marooned on an island with a perpetual buffet of food, which the harpies would snatch out of his hands just before he could satisfy his hunger, and befouled the rest of the food. The word "harpy", roughly translated, means "snatcher". Harpies, as a species, have adapted survival techniques that involve luring and seducing human or humanoid males into mating with them. Not all harpies are evil or malevolent by nature, though all are fierce when threatened. Harpies are loathed by hunters, as the harpies tend to release captured animals from snares and other traps.

Imps

Imps are small, ugly creatures that feed on laughter, either the laughter of others or their own laughter. Imps are lonely, having a tendency to make friends by playing jokes on them. Any friend the imp makes doesn't stay a friend very long though, as the imp continues to play jokes and pranks on their new friends. While the jokes imps play aren't particularly malicious or harmful, they are often very annoying. Some imps have wings, while others don't. Some imps are capable of shapeshifting into small animals, such as toads, weasels, or cats. Only winged imps can shapeshift into winged creatures, though a winged imp may assume the form of a non-winged creature.

Kelpie

Kelpies, or water horses, appear as white, grey, or black ponies. Kelpies lure victims away, drag them underwater, and devour them. Most children are easily lured by the appearance of kelpies, as children mistake them for ponies, and want to go for a ride. Once the child touches the kelpie, the kelpie's skin becomes adhesive, instantly bonding to the child. The adhesive is so strong, only severing the attached part will free a victim from the kelpie. Kelpies can choose to make their

skin adhesive or non-adhesive at will. To lure men, kelpies are known to shapeshift into beautiful women to entice them. Regardless of the form a Kelpie takes, its mane or hair always appear to be dripping wet, and may appear to have seaweed in it.

Kappa

Kappa are small, humanoid creatures with the shells and beaks of turtles, and webbed fingers and toes, with skin colors ranging from blue to yellow to green. Kappa are tricksters generally tricksters, though some may be friendly, and others may be fiendish, depending on their mood at the time. Kappa have small divots in their heads, called the sara, which holds water from their home whenever they're on land. It is said that tricking a kappa into emptying this sara is the easiest way to defeat him. If this sara is emptied, the kappa is paralyzed, and begins to dry out. Even a dried out kappa may be restored to life by placing water from his home in the sara. In the water, kappa swim as quickly and nimbly as fish.

Kappa are fond of wrestling and other shows of strength and skill. It is said kappa can't resist a challenge, and when challenged, will follow the challenge to the letter. It is also said that Kappa are insistent upon being courteous, and will return any gesture of respect shown them. Kappa are also known for drowning and devouring small children, or opponents that lose challenges. The only food kappa enjoy more than small children is cucumber.

Knockers

Knockers, also known as Tommyknockers, are small, grizzled humanoid figures. They are typically found in mines, and usually wear miniature versions of mining gear. Knockers got their name from the knocking sound they make on the walls of mines just before cave-ins. Some believe the knockers do this as a warning. Others believe they do this with malicious intent, and cause the cave-ins. Regardless of whether the knocking is viewed as a warning or an attack, miners keep a wary ear out in the tunnels for the knocking, and dread the sound of it.

Kraken

Kraken, also known as giant squid, are sea dwelling creatures that typically live in the deepest depths of the oceans, and surface on rare occasion either to feed, or to respond violently to disturbances. Kraken can grow to be massive, with tentacles capable of crushing seagoing vessels, and beaks capable of biting through them.

Kirin/Qilin

Kirin are very similar to Qilin, but with a few differences; primarily the body of the Qilin is that of an ox, whereas the body of a Kirin is that of a deer. Kirin and Qilin both have the head of a dragon. Kirin has the tail of an ox, while Qilin has the tail of a lion. Kirin have deer like antlers on their heads, while Qilin have only a single antler-like horn. Both Kirin and Qilin have manes that appear fiery, and are covered in scales which resemble the scales of a snake or fish.

Despite their physical differences, Kirin and Qilin are nearly identical in their actions. Both have the ability to walk without trampling grass or flowers underfoot, and both live on diets devoid of meat. They can also exhale blasts of flame, and have a roar as loud as thunder.

Kirin and Qilin are also closely associated with sages, and exemplary people. It is said a Kirin heralded the birth of Confucius, carrying a scroll stating a baby to be born would exemplify all that is good in men. Late in Confucius' life, he was informed that an "elk" had been injured, and when he went to help the animal, he discovered that it was actually a Kirin that had been mortally wounded. Because of this story, it is believed that only those with pure hearts can see Kirin or Qilin for what they truly are.

Leprechaun

Leprechauns come in two sorts; troup ing and solitary. Trouping leprechauns wear green finery, whereas their solitary brethren wear red. Leprechauns typically appear as small middle-aged to elderly men no larger than a young child. Leprechauns enjoy revelry, and are known to party much of the time. They also enjoy pranks, and have a reputation for being tricksters. Leprechauns are neither wholly good, nor wholly evil, but are somewhere between. Leprechauns are capable of becoming invisible at will, and are very hard to spot.

Leprechauns are known for having a secret crock of gold, which they hide at the end of a rainbow. If a leprechaun is ever captured, they can grant the one who captured them a single wish. Rumors say they can grant three wishes, but this is likely based on the story of a king who fell asleep on the beach, and awoke to find himself being dragged into the ocean by three leprechauns, each of whom granted the king a wish in exchange for their freedom. The captor of a leprechaun may, instead of a wish, demand the leprechaun's crock of gold, though such an action will forever put the captor and all descendants of the captor at odds with leprechauns, who will forever go out of their way to make life miserable to the family, until such time as all the gold is back where it rightfully belongs.

Manticore

Manticores are odd creatures with the bodies of red lions, the head of a man with three rows of sharp teeth, and the tail of a scorpion. Some accounts of Manticores would claim them to have wings, though this is likely due to their ability to leap great distances. Very old Manticores grow horns like those of a goat. Manticores can shoot barbs from their tails, which are coated in a potent paralytic poison. When Manticores eat their prey, they devour them in their entirety, including clothing and equipment, which it digests thoroughly. Manticores also have a loud, trumpet-like roar. Manticores prefer their food to be living, and will ignore undead prey, unless provoked.

Merfolk

Merfolk are aquatic fae, with tails of fish from the waist down, and humanoid features from the waist up. While they are capable of breathing in air, they don't like being out of water too long in their aquatic form, though they have a sea-skin which they can remove to appear human. If their sea-skin is ever misplaced or stolen, they will spend the rest of their lives looking for it.

Merfolk emotions are foreign to surface dwellers, and often difficult to understand. Mermen are notoriously ugly, and avoid the surface altogether. Mermaids, on the other hand, are notoriously beautiful, and very curious of the surface. Some mermaids are simply curious, and benign, and find surface dwellers beautiful compared to mermen. As a result, some mermaids fall in love with surface dwellers. Other mermaids are angry and vengeful of surface dwellers encroaching on the sea, and do whatever they can to cause the death of seafarers. Some simply lure fishermen into the water, and drown them, while others are able to cause violent sea storms capable of capsizing entire ships.

Phoenix

Phoenix are large, brightly colored birds of prey. Their cry is melodious, like a song sung by a choir. A phoenix has very oily, golden feathers. When viewed in the light, the iridescent nature of the phoenix oil makes the phoenix appear to be aflame. A phoenix is created when a very powerful artifact is created by the earth dwarfs. The phoenix is strongly attuned to the artifact, and will protect it at all costs. A phoenix lives roughly 500 years, during which time it is capable of gliding perpetually, and always in the daylight. A phoenix only ever touches down if provoked, such as

by a great tragedy, or by their artifact being tampered with. At the time of the phoenix's death, it bursts into flames, and violently explodes, reducing anything in a 30 foot radius to ash, and sending a mushroom cloud into the sky. This mushroom cloud is the new, or reborn phoenix taking to the sky.

Similar to the phoenix is the cold phoenix, which comes into being when mountain dwarfs forge their cold iron artifacts. The cold phoenix has feathers that appear to be made of iron, and glisten like a fresh blanket of powdery snow. When a cold phoenix dies, it snap freezes everything in a 30 foot radius. All moisture in the area forms into an impenetrable egg of solid ice, in which a new or reborn cold phoenix incubates. As a phoenix only flies in the day, a cold phoenix only flies at night, and can only be lured to touch down in response to a great tragedy, or their artifact being tampered with.

Both phoenix and cold phoenix are intelligent, and are capable of being reasoned with, or even tricked.

The tears of a phoenix can cure any ailment, be it poison, disease, or even death, but the tears only work for the specific ailment and person for which the phoenix weeps, and only when applied directly from the eyes of the phoenix. If the tears touch anything else, they lose their purity, and no longer work.

Pixie
Satyr
Sandman
Siren
Skin Walker
Succubus
Tree Folk
Troll
Wendigo
Werewolf
Will O' Wisp
Wyvern
Zombie

Angels – positive elementals. These beings are always intelligent, and seen as having feathered wings. Their actual appearance varies, depending on the spell elements that they have access to. For example, a very weak positive elemental that had access only to the positive element might be seen as a softly glowing young child with large feathered wings. A strong positive elemental that had access to the fire element as well as the positive element could be seen as a middle aged man, with fire for hair, feathered wings, and a large flaming sword. The more powerful that a positive elemental is, the more imposing they appear, and the more spell elements they have access to.

Demons – negative elementals. These beings are always intelligent, and seen as having bat wings. Their actual appearance varies, depending on the spell elements that they have access to. For example, a very weak negative elemental that had access only to the negative element might be seen as a twisted figure, with legs of a goat and large bat-like wings. A strong negative elemental that had access to the fire element as well as the negative element could be seen as a large scaled creature with a flaming mane, large bat-like wings, and a large flaming whip. The more powerful that a negative elemental is, the more imposing they appear, and the more spell elements they have access to.

Basilisk – a large snake-like lizard. These reptiles have a “crown” of spines around the crest of their head. [killing glare, poisonous breath]

Centaur – Has the torso of a human, and the body of a horse.

Chimera – A lion possessing the head of a goat and a tail of a snake. [fire breathing]

Cockatrice – a large chicken-like creature, with the body of a small dragon. [petrification gaze/touch/breath, power still active after death]

Succubus – supernatural being that can look like an attractive female of any species. They seduce men, and in the act of reproduction, drain vitality from their victims.

Incubus – supernatural being that can look like an attractive male of any species. They seduce women, and in the act of reproduction, drain vitality from their victims.

Goblin – Small mischievous creatures. Goblins can be from a few inches tall to 5' tall, with varying colors of green skin. Goblins are a minor type of Faerie creature with no innate magical abilities.

Elves –

Dwarves -

Halflings

Humans

Gnomes

Satyr

Animen

Trolls

Goblins

Harpy (Harpies) – Essentially large bird-like creatures with the heads and torsos of beautiful women.

Capable of speech, lure men to reproduce, they always give birth to female Harpies. While capable of true flight, Harpies only hover in combat, and can attack with their claws. Harpies are capable of spell-casting as well.

Zombies (Magical/Disease/Curse) – Cursed zombies (Voodoo) don't infect others, they have had their souls removed. They are mostly still intelligent, but unable to assert control over their own actions as they are under the control of the one who cursed them. Magical/Disease zombies move slowly and work solely on instinct. The Disease zombies natural attacks infect their opponents so that unless cured, upon death they are re-animated as the same type of zombie that infected them.