

Bestiary

- [Wind Serpent](#)
- [Thermal Lizard](#)
- [Shadow Stalker](#)
- [Glowworm Swarm](#)
- [Sand Skimmer](#)
- [Feral Bonded Creature](#)
- [Storm Beetle](#)
- [Crevice Eel](#)
- [Frost Moth](#)
- [Thermal Bloom](#)

Wind Serpent

Type: Flying predator / bondable mount

Size: 20-40 meters long

Behavior: Hunts in twilight belt thermal updrafts. Intelligent, territorial, capable of complex communication. Bonded serpents serve as mounts, messengers, and protectors.

Abilities:

- Flight (sustained by wind currents)
- Thermal vision
- Pack tactics
- Psychic receptivity (bonding)

Vulnerabilities:

- Exposed underbelly (soft tissue)
- Grounded in windless zones
- Bonding disruption causes disorientation

Encounter Notes: Unbonded serpents attack threats to territory. Bonded serpents defer to Beastwalker. Juveniles are playful but dangerous. Elders possess near-human intelligence.

Thermal Lizard

Type: Ambush predator

Size: 2-4 meters long

Behavior: Heat-seeking, camouflaged in day-side margins and ruins. Waits motionless for hours before striking. Solitary except during mating.

Abilities:

- Thermal camouflage (blends with heat signatures)
- Explosive speed (short bursts)
- Thermal vision
- Armor-plated scales

Vulnerabilities:

- Cold exposure (sluggish below 10°C)
- Poor low-light vision
- Predictable attack patterns

Encounter Notes: Often found near geothermal vents or day-side salvage sites. Can be detected by thermal sensitives as "cold spots" against warm backgrounds.

Shadow Stalker

Type: Apex predator (night side)

Size: 3-5 meters tall (bipedal)

Behavior: Hunts by sound in absolute darkness. Nearly invisible. Territorial. Avoids light instinctively.

Abilities:

- Perfect night camouflage
- Echolocation
- Razor claws and fangs
- Silent movement

Vulnerabilities:

- Light sources (causes disorientation)
- Loud noises (disrupts echolocation)
- Slow in open areas

Encounter Notes: Primary threat in Deep Roads and night-side caves. Deepkin use resonance to detect them. Carry bioluminescent markers always.

Glowworm Swarm

Type: Bioluminescent cave-dweller

Size: Individual: 10-20 cm; swarm: thousands

Behavior: Filter-feeds on airborne spores. Harmless individually, overwhelming in swarms. Light pulses disorient predators.

Abilities:

- Bioluminescence (controllable intensity)
- Synchronized light pulses (hypnotic)
- Numbers (crush threats by mass)

Vulnerabilities:

- Smoke (disperses swarm)
- Sound (disrupts coordination)
- Cold (induces hibernation)

Encounter Notes: Beautiful but dangerous in large numbers. Deepkin harvest them for lighting. Swarms indicate nearby food sources (fungal blooms).

Sand Skimmer

Type: Burrowing scavenger (day side)

Size: 1-2 meters long

Behavior: Burrows through superheated sand. Attracted to movement. Scavenges equipment, corpses, and mining waste. Cowardly but persistent.

Abilities:

- Sand-swimming (burrows rapidly)
- Heat resistance (tolerates 500°C+)
- Vibration sense
- Corrosive saliva (melts metal)

Vulnerabilities:

- Sonic weapons (disrupt burrowing)
- Extreme cold (immobilizes)
- Predictable (always approaches from downwind)

Encounter Notes: Nuisance near day-side operations. Can be lured with bait. Salvaged equipment often shows skimmer damage.

Feral Bonded Creature

Type: Former Beastwalker mount (any species)

Behavior: Psychic bond broken by trauma, death, or sabotage. Retains training but acts unpredictably. Dangerous because it understands human tactics.

Abilities:

- Species-dependent (wind serpent, thermal lizard, etc.)
- Human tactical knowledge
- Psychic resistance (rejects new bonding attempts)

Vulnerabilities:

- Species-dependent
- Psychic trauma (erratic, exploitable)

Encounter Notes: Often hunts former handlers. Deepkin see ferals as tragic. Wind-Kin attempt rehabilitation. Most must be put down.

Storm Beetle

Type: Flying insect / swarm

Size: Individual: 5-10 cm; swarm: thousands

Behavior: Native to twilight belt storm fronts. Feed on electrical discharge during superstorms. Harmless individually, dangerous in swarms when they discharge stored energy.

Abilities:

- Flight (sustained by storm winds)
- Electrical discharge (coordinated swarm attack)
- Storm prediction (appear hours before major weather)
- Chitinous armor (resistant to wind damage)

Vulnerabilities:

- Grounded in windless conditions
- Cold (induces torpor)
- Electromagnetic interference (disrupts coordination)

Encounter Notes: Weatherworkers use them as early warning system. Some settlements harvest their electrical organs for batteries. Swarms occasionally discharge into metal structures, causing fires.

Crevice Eel

Type: Burrowing predator

Size: 3-6 meters long

Behavior: Lives in Deep Roads and twilight belt crevices. Ambushes prey by erupting from stone. Excellent tremor sense. Solitary and territorial.

Abilities:

- Stone-boring (creates new tunnels)
- Tremor sense (detects movement through rock)
- Crushing bite (armored jaws)
- Slime secretion (acidic, aids tunneling)

Vulnerabilities:

- Sonic weapons (disorients tremor sense)
- Predictable (always attacks from below)
- Slow outside tunnels

Encounter Notes: Major threat in Deep Roads. Deepkin map known eel territories. Leave tremor-dampening markers to avoid attracting them. Slime is valuable for industrial applications.

Frost Moth

Type: Night-side herbivore

Size: Wingspan: 30-50 cm

Behavior: Gentle creature that feeds on ice crystals and lichen. Beautiful bioluminescent wings. Used by Deepkin as light sources and companions.

Abilities:

- Bioluminescence (controllable, multiple colors)
- Cold resistance (thrives in -100°C)
- Pheromone communication
- Ice crystal digestion

Vulnerabilities:

- Heat (dies above 20°C)
- Fragile wings (easily damaged)
- Predictable (drawn to lichen blooms)

Encounter Notes: Domesticated by night-side communities. Wings used for decorative purposes and ceremonial garments. Wild migrations signal seasonal ice shifts. Poaching is illegal in most settlements.

Thermal Bloom

Type: Plant / ambulatory organism

Size: 1-2 meters diameter

Behavior: Semi-mobile plant that migrates toward heat sources. Roots can detach and re-establish. Absorbs thermal energy for sustenance. Neither predator nor prey—environmental hazard.

Abilities:

- Thermal absorption (cools surroundings)
- Slow mobility (roots as limbs)
- Heat tracking
- Spore release (irritating to lungs)

Vulnerabilities:

- Cold (enters dormancy)
- Fire (destroys rapidly)
- Dehydration

Encounter Notes: Found near geothermal vents and day-side margins. Can cool settlement heating systems if not removed. Farmers use them to regulate greenhouse temperatures. Spores are medical ingredient (anti-inflammatory).