

Creatures of Estrania

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All the creatures of Estrania! Estrania is a world I created, actually when I was really little. Now, I'm working on finishing tales and creatures, but here are the creatures' profiles. So... yeah.

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1 - Divine Spirit

Name: Divine Spirit

Area(s): Shrine of Divinity

Element(s): All

Good Against: All

Weakness(es): None

Height or length: 12 ft. tall

Attacks: Create: creates any type of creature it chooses

Total Annihilation: Can destroy the whole world at once (was used the Entire War, the war that included the entire world)

Recreate: Recreates the whole world (used after Total Annihilation)

Destroy: Destroys any creature that it chooses or stands in it's path when enraged

Behavior: Normally a very gentle creature. Not only is it a creature, it is a god. Not very wise to make this god angry. It will destroy you without leaving a trace.

Weapon(s): it's abilities

Strength: 10

Prey: none (doesn't eat)

Predator(s): none

Rarity: 1 (only one)

Speed: 10

Breeding: doesn't

Rate of threat: 10 (can be extremely dangerous)

Fusion: none

Defense: 10 (greatest defense)

2 - Ever Pheonix

Name: Ever Pheonix

Area(s): Cave of Clouds

Element(s): air, cure element, light

Good Against: dark, earth

Weakness(es): electricity, dark, ice

Height(or length): 80 inches long (including tail)

Wing span: 127 inches

Attacks: Air Whip: uses wings to whip air at all enemies

Peck: pecks enemy with sharp beak

Heal: heals external wounds of any kind

Sacred Ashes: heals external and internal wounds and can also bring any creature or person back to life

Behavior: loves flying and likes to be isolated. They love the sky, and stay in it most of their lives. Rather friendly to other creatures.

Weapon(s): wings, beak, talons, abilities

Strength: 6.9

Prey: small rodents, birds, and fish

Predator(s): humans, carnivorous mammals

Rarity: 4.8

Speed: 5.7

Breeding: An ever pheonix lays about 5-8 eggs each laying. Each egg is about 7 times the size of a normal chicken egg.

Rate of threat: 3.4

Fusion: none

Defense: 5.7

3 - Midnight Dragon

Name: Midnight Dragon

Area(s): roaming creatures

Element(s): cure element

Good Against: n/a

Weakness(es): n/a

Height(or length): 38 in. long

Attacks: Nip: small but hard bite that may draw blood

Behavior: Very friendly. Kind and caring. If helping other Estranian creatures in battle, they swirl around the enemy to distract them.

Weapon(s): small but very powerful jaws

Strength: 0.6

Prey: small insects

Predator(s): larger dragons, mammals and birds.

Rarity: 5.5

Speed: 8.6

Breeding: Normally twin dragons in each egg, sometimes three. Takes about one month for eggings to hatch. Very small when hatched, about 3 inches long. Wings very small at birth, feathers develop at about 3 months.

Rate of threat: 0.4

Fusion: none

Defense: 0.8

4 - Escathia

Name: Escathia

Area(s): The Black Forest, Darkness Canyon

Element(s): Dark

Good Against: Light

Weakness(es): Light

Height(or length): 4 feet, 6 inches long (full grown) including 1 foot tail

Attacks: Dark Matter: shoots dark matter out of its paw, completely covering the enemy in dark matter.

Behavior: Slinky, yet peppy. One of the fastest Estranian creatures ever discovered.

Weapon(s): Its one ability

Strength: 0.7 (very weak)

Prey: Small rodents

Predator(s): Creatures bigger and faster than it (not many predators for the Escathia exist)

Rarity: 5 (not rare, not common)

Speed: 9.4 (incredibly fast)

Breeding: Doesn't breed often, but enough to keep its rarity a flat 5. Gives live birth to one offspring, maybe two.

Rate of threat: 2.3 (not very harmful)

Fusion: None

Defense: 0.8 (very vulnerable)