



The Lodge Book of Extraordinary Animals

Using a number of different AI apps and websites we created a collection of hybrid creatures, some with extraordinary magical attributes! It was a process of trial and error to generate images of creatures that matched what we had in our imaginations. Sometimes it took several attempts, refining the prompts we gave the AI before we got an image we were happy with. It was a lot of fun

Magmice Lizzard

Habitat: Can be found in mountain ranges with volcanoes or volcano chains.

Lifestyle: When these creatures are first born they are fully in their magma side. They hatch from an egg inside a volcano. For the first year or so of their life, they live in and around volcanoes. After that they slowly move away from the warmer areas into the colder parts of the mountain range as they start to develop their ice half. In the second year of their life they become fully ice. In the third year of their life they migrate back to the volcanoes and become magma again. And the cycle continues.



Giralus

Habitat: Lives in the jungle but often swims in the rivers.

Diet: Leaves and fruit.

Lifestyle: Most commonly found floating down rivers causually eating things that droop down into the river. Uses its long tusks to spike the fruit that has fallen into the river.

Magical powers: None unless you count his sparkling personality.



Gifter of Herbs

Habitat: Lives in most of the Northern reaches of the world. It lives in snowy forests and when the Northern Lights are happening it travels to big open areas to watch them.

Diet: Magical healing herbs and meat.

Lifestyle: Lives ice spikes that contain magical herbs that make you resistant to the cold. They gift these herbs to any lucky travelers to help them with the cold. They are known to defend their territory from anyone they don't trust.

Magical Powers: They can control the ice but only to do good. Their saliva can heal any wound or illness. Although they have ice crystals for their fur, if you cuddle close to them, they give off a warmth, especially if you are close to them.



Girafritch

Habitat: Lives on the savannah.

Diet: Bushes with berries on them. Normal berries.

Lifestyle: Spend its life trying to escape from cheetahs by running very fast. It can also peck fiercely. This animal travels in packs. Friendly to humans. It lays eggs.

Magical powers: Its neck can grow longer if it needs to to eat the berries that are high up.



Wolverhog

Habitat: carves small caves out of cliffs and rocks with its claws, then lines them with moss.

Diet: primarily feeds on the bones left behind by other predators.

Lifestyle: solitary and fierce, the Wolverhog is a mysterious animal and relatively little is known about its habits and lifestyle.

Magical powers: It is thought that it can fire its spikes like darts, and that new spikes will grow to replace the fired ones



Kangabat

- The kangabat is an unusual flying marsupial.
- Habitat: It lives across Australia, but also has a colony in Saffron Walden. It can jump and fly.
- Diet: Insects, berries, ferns, fungi.
- Lifestyle: Mainly active during dawn and dusk. Sleeps at night and at midday. Has a unique pouch which can rotate so that the young kangabat doesn't ever fall out.
- Magical powers: If you manage to look straight into the eyes of the kangabat, it has amazing healing powers.

