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Contents

The Phoenix 4–5
Illustrated by David Wyatt

Giants 6–7
Illustrated by Mike Love

Fearsome Giants 8–9
Illustrated by Mike Love

Harpies 10–11
Illustrated by David Wyatt

Unicorns 12–13
Illustrated by Gary Blythe

Centaurs 14–15
Illustrated by Kev Walker

The Basilisk 16–17
Illustrated by Helen Ward

Trolls 18–19

llustrated by Gary Blythe

Merpeople 20–21
Illustrated by Helen Ward

Dragons 22–23
Illustrated by David Wyatt

Guide to Dragons 24–25

Illustrated by David Wyatt

Werewolves 26–27

Illustrated by David Wyatt

How to Outwit a Werewolf 28–29

Illustrated by David Wyatt

The Chimera 30–31
Illustrated by Mike Love

Sphinx 32–33
Illustrated by Gary Blythe

Cerberus 34–35
Illustrated by David Demaret

Fearsome Gatekeepers 36–37

Illustrated by David Demaret

The Griffin 38–39
Illustrated by David Wyatt

Pegasus 40–41
Illustrated by David Wyatt

Elves 42–43
Illustrated by Nelson Evergreen

Elvish Spells and Tricks 44–45
Illustrated by Nelson Evergreen

Magical Words 46-47

A World of Magical Beasts



elcome to an enchanted world of strange and magical beasts. For many

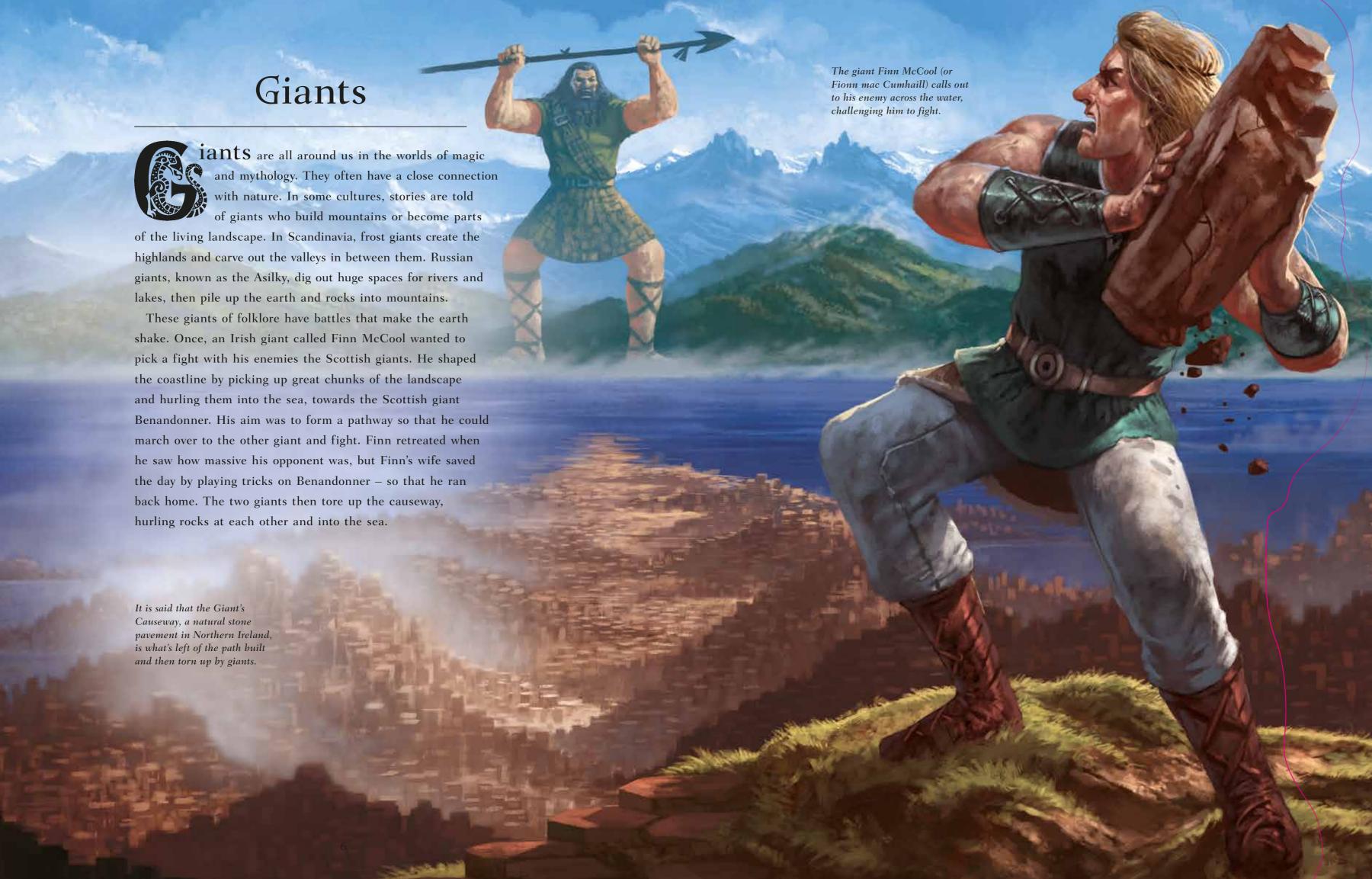
hundreds of years, people have told stories about creatures that lurk in mysterious places that are beyond our control, such as caves, mountains, rivers, lakes, the air and the ocean. Legends give us the idea that supernatural beings can weave their magic in all these places. Watch out for a fairy who might bring bad fortune, give you nightmares or make food go bad, or an angry giant who carves out valleys and scatters mountains across the land. Or perhaps you might meet a dragon or a magical serpent

who can simply conjure rain, sleet, snow and storms from the air?

The many exotic beasts you'll meet in this book have human features, or are part-human and part-animal. Some of them are a medley of different animal parts. There is the terrifying basilisk, part-serpent and part-cockerel; the noble griffin, part-lion, part-eagle; and the mighty centaur, half-man, half-horse. There are alluring selkies, beautiful creatures who switch from human to seal, and mischievous werewolves, who shift their shape from human to wolf and back again. Prepare to be enchanted, frightened and amazed, all at the same time, when you dare to enter this spellbinding realm.









Fearsome Giants

iants are powerful forces of nature.

They do battle with gods by hurling immense pieces of the landscape at them, or cause great alarm to human

beings by fighting amongst themselves. Huge rocks or standing stones are sometimes said to be the leftovers of a skirmish between two giants, who argued and threw boulders at one another. Other stories tell of giants who shape or turn into parts of the natural world — or who use the winter weather to travel from place to place while altering their physical shape.



ASILKY

The Asilky, mighty frost giants from Russia, designed and put up the mountains on Earth. They had to be destroyed when, having become too proud, they rose against the gods.



The one-eyed Cyclops of Greek myths were skilled blacksmiths who forged weapons for gods to use in their war against their fellow giants, the Titans.



WINDIGO

In southern Canada, the Algonquin people have told stories of the Windigo, an evil being that can take the form of a tree-sized man or a giant timber wolf. He uses blizzards and winds to travel without being seen, so that he can harm humans.