

# Magical Creatures in Fantasma

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## Materials and Methods

One summer month a couple of years ago we went into the forest over the hills and plains of Fantasma to count magical creatures. We assigned them randomly to families to get a rough idea of what creatures are most prevalent in what areas. We avoided vampires because we didn't want to get bitten.

## Introduction

There are many magical creatures around the world. We are fascinated by all of them and wanted to know where we could find them.

## DISCUSSION

In aquatic habitats, relatively few creatures could be found. Goblins were most prevalently found in arid plains. Giants and werewolves do not exist in aquatic habitats. Or maybe we didn't find werewolves because some of us can't swim.

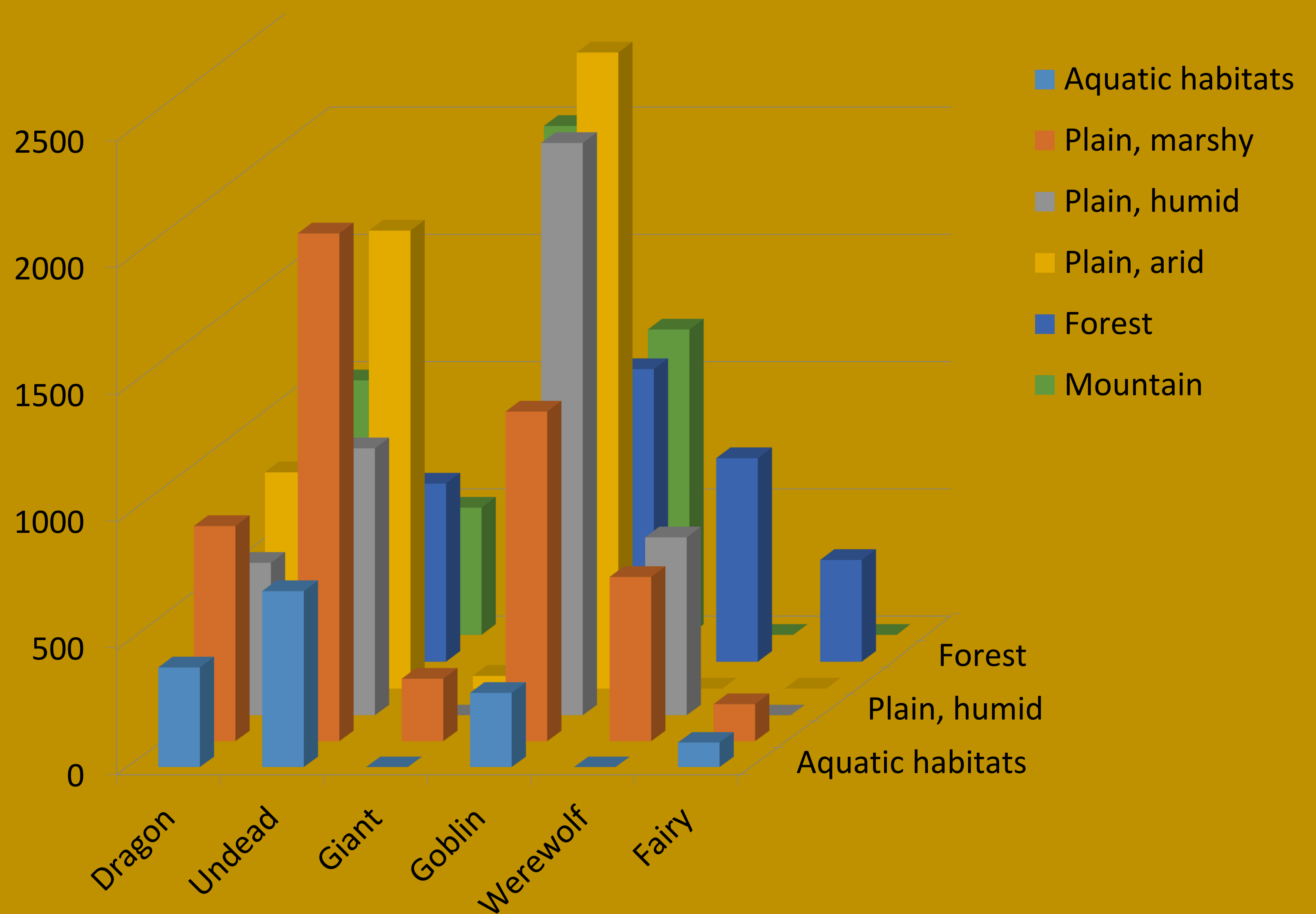
On average, most creatures are goblins. Fairies had a relatively high standard deviation.

## References

None

## Results:

	Dragon	Undead	Giant	Goblin	Werewolf	Fairy
Aquatic habitats		400	700	0	300	0
Plain, marshy		850	2000	250	1300	650
Plain, humid		600	1050	0	2250	700
Plain, arid		850	1800	50	2500	0
Forest		750	700	0	1150	800
Mountain		1000	500	2000	1200	0
Total		4450	6750	2300	8700	2150
Average		742	1125	383	1450	358
STD		213	629	798	805	395



## Conclusion

The implementation of the methodology of the finding of creatures proved to be a challenging task. However, we were able to count creatures of a numbers of categories in a number of habitats. Further research is needed.