

Home > Games > Magic > Magicthegathering.com > Magic Arcana



Hyalopterous Wha..?!

Magic Arcana
 Tuesday, May 6, 2003

What in the heck is a **Hyalopterous Lemure**? Well, aside from being an uncommon black creature from the *Ice Age* set, your guess is as good as ours at this point.

"Hyalopterous" is a fancy word meaning "having glassy or transparent wings."

Ok, how about "lemure"? The word "Lemure" is quite obscure; it shows up on dictionary.com as "lemures" (LEM-yur-eez), which were "spirits or ghosts of the departed." A ghost with glassy wings... sounds good so far. "Lemure" is a questionable "singularization" of the word, and may have been copied from **Dungeons & Dragons**. The Lemure—a subtype of Devil—appeared in the original **Advanced D&D Monster Manual**. The idea of a type of lesser Devil seems to fit what the Lemure is in **Magic** terms: an evil black creature. This all makes sense, as the *Ice Age* team was pretty heavy into **D&D**, and the creature type was "Lemure," and not "Ghost" or "Spirit."

Of course, the poor artist—Richard Thomas—was not as well versed in minor Devils (or Latin), and painted what he thought the card was supposed to be... a *lemur*. That's right, a small, nocturnal primate from Madagascar with big eyes and a bushy tail. Who can blame him?

He did paint glassy wings on, so he got the hyalopterous part right.

Lemure

FREQUENCY: Common
 NO. APPEARING: 5-30
 ARMOR CLASS: 7
 MOVE: 3"
 HIT DICE: 3
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-3
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Semi-
 ALIGNMENT: Lawful evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil



The lemures are the form which the dead whom inhabit the Nine Hells are put in. These vaguely human blobs are then tormented by devils. Their minds are quite gone, and they will attack anything non-devilish which they see. Lemures regenerate at a rate of 1 hit point per melee round, so they are not usually destroyed by the wounds inflicted on them by their environment or by the devils filling it. These wretched things can be destroyed permanently only by blessed things (holy water, holy swords, etc.). They are not subject to any form of sleep, charm, or the like.

After being in hell for a time certain lemures will be chosen to form wraiths or specires (qqv).

Lemure entry from the old Monster Manual, circa 1979.



Thanks to Timothy Thomas and David Welsh for their word knowledge.



[Magic Arcana](#) archive

WHAT IS MAGIC?
 CLICK HERE!

Sign up for **Magic Mobile Messaging!**
 news, spoilers, trivia, polls
mtgmobile.com

PRODUCTS

DISSESSION **GUILDPACK**

Dissension *Guildpack*
 All Magic products

RULES

Magic Core Game
 Basic Rulebook
 Comprehensive Rules
 All Magic Rules

MESSAGE BOARDS

Magic All Magic message boards
 COMMUNITY magicthegathering.com forum
 Rules Q&A forum
Magic Online announcements

MAGIC ONLINE

Magic The Gathering **ONLINE**

Download Now! Check server status
 Magic Online Academy *Magic Online* FAQ

NOVELS

Dissension
 Ravnica Cycle, Book III
 by Cory Herndon

More fiction at [Inside Wizards](#)

