

SKYREALMS of Jorune

Johennon Beastiary

*– Thee most complete recorde of beastes
knowne to man and thriddle –*

By Sholari James (with much help from Drennit Iscin Khaine Johennon III)

Foreword

During my daring travels to the most remote and exotic regions of Jorune, I have encountered animals of such diversity and mystery as to astound honoured members of most iscin institutions. I have been bitten, stung, clawed, bashed, smothered and trampled, yet the fauna of Jorune continues to intrigue me.

In this humble catalogue of species I have tried to describe the animal/carnivorous plant/creature/pest/beast/nightmare without any prejudice. However, bear in mind that some studies might be incomplete as several animal encounters have been at a far too safe distance for study, at far too close sword distance or only subject to rapid-motion-studies.

*Drenn Khaine Johennon III of Monerey.
Outdoor Iscin of the Third Elevation*

The Dangerous Fauna

Needless to say, the fauna (and flora for that matter) of Jorune is very dangerous and prejudiced towards humans. There simply is no natural place for us in this deadly environment. So, why are we still here you might ask? Why do we survive? A good question worth asking! We survive thanks to our superiority over beasts, our ingenuity and power to change our own immediate habitat. We have to some local extent pacified our world. However, although nature around a toth's village in Burdoth might have only a few natural everyday hazards, one must not forget that the countryside of cultivated Burdoth is the result of generations of humans having cleared the area of dangerous predators. But once we leave the relative safety of our tamed countryside we are in a pre-historic nightmare of super large predators and several smaller animals evolved to kill as swiftly and messily as possible. Only a fool would venture into untamed marshes and old forests without guides or superior survival skills. Jungles are even worse.....

Wild animals react very differently upon contact with humans. While most animals react by fleeing and avoiding humans, empirical experience shows that an alarming number of animals actually regard you as food. I believe that the reason for this is simply that many animals are

very big and hungry or do not see humans as a threat due to their lack of isho and natural weapons. Maybe it could also be attributed to our misplacement in this aggressive and extremely competitive world. Animals simply cannot grasp that you could be a Drenn or equipped with a long spear or a weapon of Dharsage Silver.

The honoured status of humans as a potential food source is unfortunately also shared by most of the other intelligent species (although nobody would miss cleash). The fauna of Jorune is extremely diversified, with super faunas in every habitat, including the arctic zones. Most fauna is extremely specialised in their methods to find food, mates and securing their offspring, using every piece of nature (and yourself) to their advantage.

Favoured Habitats

Animals will prefer a certain habitat; jungle, desert, mountain, sea, freshwater lake, forest, arctic etc. The habitat itself often give clues to the animals adaptation and way of survival. The clues are everywhere an once the pattern of the land is recognised, it becomes much easier to understand where the manéttica and dreglamon are hiding.

But just as you feel safe you find that some animals are also found elsewhere. This is especially true when it comes to variations or sub-species of the creature – not even mentioning those trained by beasters as pets, guardians and tautther nuisance.

Some habitats are slightly more comprehensible (and more easily monitored for danger) to the human mind, such as mountains, plains and forests. Others are totally alien to us, such as swamps and jungles. The sheer amount of unknown species and unnatural territory makes these places extremely dangerous and unpredictable. Oceans are the worst place of all. Only the hardest and most savage salu can survive in this unnatural place which teems with horrors of the deep. To me, the notion that a Dhar Sammoril has both the size and ferocity to unexpectedly rise up from the deep and crush your boat is truly terrifying.

Size Does Not Always Matter

When one thinks of dangerous beasts, thoughts often dwell on thailier slicing Dhar Corondons, boat crushing Dhar Sammorils or roaring mandares. It is of course never a good thing to be confronted with a beast big as a house and equipped with countless long sharp teeth. But one must never forget that size is not everything. Sometimes the small critters are a lot worse. Everybody knows of the infamous scragger. I cannot think of a worse ending than being eaten alive by a pack of these mouths on arms. Several other small animals also pose a threat to humans. The relatively small Korrarra Worms leave their lakes or rivers to stalk prey. With powerful blasts of Shal they can easily render a vulnerable human unconscious and will then gorge on him. Insects like the foul Klavic are easily swatted away if they come one at a time. But a swarm of Klavic will clean the meat off your bones in but a few minutes (although they might chose to leave some bits for their larvae to gestate in).

Therefore: do not pat small and cute animals. It's all good and fun until it pulls your arm off.

Do not underestimate the small toothed critters, they often have friends.

Run when ANY animal takes an interest in you. Food - and Moons forbid - procreation is the only thing on their primitive minds.

Mixed Origins

I have found that the animals of Jorune do not seem to have a common ancestry and related evolution. The reason for this, I believe, is their vastly differing origins. The majority of all lifeforms you will encounter are native to Jorune (referred to as shantic organisms).

However, a few other species have evolved elsewhere. If you are to believe legends, tales of enlightened seers and the whispers in the dark, these creatures have evolved on other worlds

than ours (terran, lamorri, cleash, thriddle and other). An animal's origins give clues to some of its traits, such as edibility, reaction, natural defences and senses.

Lastly, there are those creatures that are artificial and exist in very few or limited numbers. These creatures will typically have limited abilities, such as being unable to reproduce, lack of necessary survival skills etc. Examples of these are of course pod creatures and the rare shantic evids. But there are also foul and mysterious lamorri machine-creatures which ramian priests dabble with.

These misplaced species have over the millennia fought the indigenous "shantic" species for a place of their own in the already crammed biological niches. Several million years of natural selection and competition, as well as the arrival of these invading species, have turned the super faunas of Jorune's continents into truly deadly places for the vulnerable, but resourceful, sentient species.

Some Notes on Variations and Sub-Species

As with all species there exists a mind-boggling variety of breeds and sub-species. One minute you see a harmless common pibber, the next minute your hand is bitten off by a vicious Hobeian Cave Pibber.

Shantic lifeforms are the most numerous and therefore also the most diverse. Furthermore, shantic organisms often go through several very different physical stages in life. This makes it hard to understand how a cute warm-blooded pet can emerge from a cocoon as cold-blooded horned beast with poisonous scales. Needless to say, these transformations makes classification much harder.

Also, many shantic organisms have a worrying tendency to grow all their life, thus surprising many brave tauthers and querrids and suddenly posing a much larger threat than their normal brethren. The size of shantic organisms will therefore depend upon age and access to food. The word "Dhar" is often added to the names of large specimens of shantic organisms, i.e. Corondon – Dhar Corondon (do not confuse this negative trait with the title Dharsage).

Most noticeable is however the fact that shantic lifeforms are attuned to the isho that surrounds us. Tra-sense is widespread and they perceive the world in a very different way than humans. This is why you should never hide from a corondon – just run.

As mentioned, the attempt to classify the species of Jorune is very intriguing but often extremely frustrating. The official cataloguing of fauna is both expanded and revised daily. As soon as you think you see a pattern and joint heritage, the pest sprouts unheard of limbs or lacks both eyes and tra-sense.

The creatures of familiar terran heritage are mostly edible and either, good tempered, warm-blooded and bearers of live young; or scaled, cold-blooded reptiles. Many creatures of so called cleash heritage are of insect/crustacean-like origin and nearly always inedible and poisonous. The creatures of lamorri stock are either tough, thick hided brutes or strange plant-animals.

Also, on Jorune, the distinction between flora and fauna - in terms of survival - is not always clear. Many types of plants are specialized in killing prey with barbs, thorns, spikes, poison isho or brute force. Some of them don't have the decency to stay put, but wander about in search of prey. Whether these plants kill actively or passively, they are a powerful and noticeable key in the cycle of death on Jorune.

As a novice's overview, the Joruni fauna has been roughly catalogued, and the much simplified classifications and statements below are "mostly" true for these groups of species and give a first overview of their linked heritage.

Shantic*Group 1*

Worm-like base
 Very large
 Normally egg or larvae layer
 Sometimes procreation through division
 Grows entire life (becomes dhar)
 Fully isho adapted/utilize isho
 Rarely have eyes
 Contain much isho
 Sometimes isho enervores/feeders

Group 2

Much like terran mammals or lizards
 Stop growing at adult size
 Egg and larvae layers
 Sometimes isho enervores/feeders
 Often functional or remnants of eyes
 Often Isho adapted/utilize isho

Group 3

Insect base
 Totally isho reliant
 Hive minded
 Often physically divided into castes/function

Group 4

Isho gliders and floaters
 Non-aggressive (although maybe passively)
 Very little or no animal intelligence
 Totally isho reliant
 Dependant on isho as nourishment supplement
 Most very flimsy, thin, papery

Group 5

Slugs and sligs
 Lack skeletons or thicker hides/scales
 Rely on protection from isho or shells
 Stop growing at adult size
 Often isho adapted/utilize isho

Group 6 (extremely rare)

Extremely huge or massive colony of animals
 Contains vast amounts of isho
 Ancient and sometimes seemingly only specimen
 Tended by drones / lesser caste offspring

Terran*Family 1*

Warm-blooded
 Often furry
 Good natured
 Edible
 Live offspring
 Stop growing at adult size
 Isho adapted to some degree

Family 2

Cold-blooded
 Often scaly or warty
 Edible
 Egg layer
 Stop growing at adult size
 Little or no isho adaptation

Lamorri*Type 1*

Thick/armour hide
 Clever animal intelligence
 Empathic communication
 Little or no isho
 Inedible to terran lifeforms

Type 2

Plant animals
 Little or no isho
 Inedible to terran lifeforms

Type 3

Combinations of plant and animal
 Strange life cycles
 Often no isho
 Inedible to terran lifeforms

Type 4 (extremely rare)

Machine creatures
 Singular, but often mysterious purpose
 Unusually large or strong or fast or.....
 Artificially created
 Very short lifespan
 Empathic communication
 No isho – no copra
 Inedible to terran lifeforms

Cleash

Insect/crustacean base
 Nearly always venomous
 Badly adapted to Jorune/drawbacks
 Inedible/poisonous to terran lifeforms

Other

Downright strange beings, often from one of the slave race worlds (pibber, hagroo etc)

All Is Not What It Seems

All the usual biological tricks of the trade known to classic iscin studies are used by the fauna around us (heat sensitivity, sonar, venoms, lightning speed, super strength in super size, superb eyesight and hearing, tracking by smell, electric shocks, camouflage etc). But also several more fantastic and mysterious adaptations to the sho-sen and isho rich environment are used (dysha weaving, tra sense, isho gliding, masking & mimicking signatures etc). To make it even stranger and even more fantastic there are several mysterious natural talents from the lamorri, cleash and other alien animal homeworlds (sonic attacks, flesh invasion, acid attacks, empathic coordination, mind control etc).

Below is a list of both interesting and horrifying natural talents the fauna of Jorune might use against you.

Superb hearing	Isho resistant flesh/armor
Superb sense of smell / tracking	Isho gliding, hovering
Superb sense of sight	Isho digging, lifting
Heat sensitivity	Isho draining as defence
Sonar navigation	Isho draining as feeding / parasite
Defence through electric shocks	Hard skin (chitin, bone, carapace, crudge etc)
Poisons	Biological bony, scaly, chitin projectiles
Luring or sedating pheromones	Venomous bites, stings, fumes, spit
Tra sense and thus sho-sen awareness	Acid attacks
Mask signature to hide or hunt	Sonic attacks
Luring or mimicry through false signatures	Isho/light/subsonic/empathic communication
Offensive dysha weaving and launching (normally bolts)	Camouflage
Offensive & defensive body dyshas	Isho communication (some as visible light)
(burning, stunning, holding, attaching, shielding)	Empathic communication / Coordination
Isho displays to impress (mates) or intimidate	Parasitic mind control

Khaine's Twelve Tips for Survival

Nothing is ever cute and friendly!

Safety (or danger) is in numbers!

Never say no to offensive weapons - they give you a fighting chance in the wilderness!

Blasters put you on top of the food chain!

Always poke the pond with a stick before drinking from it!

Curiosity of an animal is never a good thing!

Travel light to run faster!

Bring a long stick (preferably pointy)!

If you think the beast is manageable, wait till you see its mother!

Armor is the trendiest thing to wear in the jungles! Do not let heat and humidity deter you!

Animals ALWAYS bite the hand that feeds them!

Stay away from tarro!

A Word from the Publisher

The author, Drenn Khaine Johennon III was shortly after the publishing of this paper declared a shissic of Burdoth and imprisoned in the infamous Fort Varigal north of Ardoth to await his traditional tunnel worm execution. The exact nature of his treason is unknown but it is most unlikely that it relates to any facts of this paper. The publisher takes no responsibility for any unpatriotic personal statements.

JR : Jorune Rulebook
 SA: Sobayid Atlas
 SC: Sholari Companion
 GS: Gire of Sillipus
 AS: Voyage of the Aylon Star
 JC: Jorune Companion (created by Sholari James)
 * : Listed in the “Joruni Flora & Fauna Chart” (i.e. could be a threat)

- Acapi* Sleek and elegant sea serpents (sea worms) with blind heads and colourful fins. Tribal and islander salu often train acapi as steeds. Although unsuitable for combat as they are very skittish animals, they are excellent and unseen means of swift transport. The hooked Cuduck sticks are required to control the acapi. The knowledge that salu use tamed acapi is known only to a few human and ramian sailors. JC
- Alatus* Winged, nocturnal, flying, blood-sucking serpents found in swamps and jungles. JC
- Ard* Living carpet creature which throws prey and wraps around it. Found in swamps and Still water pools. SA
- Azkra* An isho enervores which looks like a very scaly grey iguana. A rare tropical mountain animal of shantic origin (thus no eyes). Not very dangerous but can snap off fingers if irritated. It is attracted to strong sources of isho and will automatically unweave and soak dyshas, crystals etc. Cleash have understood how to tame these creatures into helping them gain entry to shantic temples and villages guarded by isho. JC
- Beagre* Jorune pests found nearly everywhere. Drawn to human cities, waste and carrion these filthy and loathing creatures fill the niche of rats in Jorune. They spawn in great stinking pits and beagre hunts are often organised in cities when populations grow. Huge beagre flocks sometimes gather and start a frenzied “run”, eating with frenzy at anything that is felled. JR*
- Beagre, desert* Smaller but more aggressive. Very co-ordinated in their attacks. SA
- Bebbic Shellfish found off Sychill’s coast. SC
- Berrid Inedible and poisonous shellfish used in creating a Krelee shell crystal device. JC
- Biffid Edible common fish. SC
- Bochigon* Huge beasts of burden and labour. Famous for their stubbornness, free will and reputation for killing riders. Thanks to their brute strength and prowess in battle, they are perfect battle steeds. The rumbling growls of a bochigon cavalry is truly fearsome. Found naturally in deserts and dry, arid areas, but also in mountains and drier woodlands. JR
- Bonefish* A common but dangerous sea creature of the Ceridis and Sharharras Seas. It does not resemble any terran type of fish with its bony, sharp plates, enlarged mandibles and long serrated hook arms. Bonefish travel in packs, gently swimming through the seas with their long sail-like fins. But once prey is found, they fold their delicate fins under their bony plates and hurtle at it, swimming like lobsters but at much greater speed. Bonefish will converge upon prey in a feeding frenzy that colours the water red. Bonefish plates are often used or carapace armour among Erucians and salu. JC
- Borliss* These nocturnal vodra relatives live in dark caves, under old tree hollows or other dark, dank places. After nightfall they take to the air and glide amongst the trees to find suitable prey which they drop onto and try to smother, while burning it with Fire Touch. Borliss are normally found close to crystal fields as they need to incorporate crystals into their flesh – like the vodra. The Green Borliss is dark green and changes its hue to camouflage better amongst the canopy. It’s known to hang hidden and motionlessly over animal paths in the forests and jungles waiting for prey. The much larger cave Borliss never leaves the dark cave networks of its haunts. With its stronger appendages it can both drop onto prey or move along corridors like a land-living squid. Like the green Borliss it is camouflaged to blend into the rock surroundings. The Cave Borliss is a nuisance to crystal miners, as crystal cave networks are favourite nesting sites of these fierce creatures. JC
- Carapid* A.k.a Runners, Kor-tchor (Rorch-ko “Little Brothers”). Very fast bipedal creatures of the Vareech desert and J’angra Peninsula. Scary and skeletal but mainly harmless unless they come across a creature with much isho (muadra are therefore in the danger zone). These they will pursue with whistling calls until they are sufficient numbers to attack. They kick and try to impale their prey in their head horns, while being hard and bony to injury. Their isho feeding upon their prey is sinister and scary.

- Chor-Tarcive* (Rorch-ko "Reef death") A.k.a. Blackwater Stinger by the salu. Inhabits reefs, cliff-coast and underwater caves. Although not good or fast swimmer, they are very aggressive and poisonous. Will try to kill prey with their stinger and drag them into their dens. Can unleash a black inky cloud before it attacks or flees. Their hard plates makes good carapace "Stinger" armour for salu. JC
- Clemmesin* Low slung, hairy herbivore, possibly distantly related to Lothorn. These large, muscular but passive creatures roam the desolate land of the Hobeh. Their thick hide can be made into armour, but is quite expensive and difficult to obtain. The thick, stringy hair, shaved from the hide before making armour, is often saved to make rope. SC
- Coghtodd Big, round, flat, slow-moving pincher bug found in Cushindell marshes. SC
- Coric Haijica Hive building slug-like creatures capable of building great towering hives. Their sole purpose in life is to create the nest for the Haijica, an great isho enervore of unknown, but probably great power. JC
- Corondon* A.k.a. Tirictyve (Rorch-ko "Devil's guide") or Techindol (Chaun-tse "Lanced killer") Found in forests, jungles, mountains and sometimes in deserts and swamps. The corondon are living legends from the shantic past and an undeniable part of all religions on Jorune. Corondons are true symbols of the raw force of nature. Their might is terrible as is their fury if cornered or their territory encroached. With their four thailier armed claws they can cut a man in half. Their great jaws have terrible strength and their long tail thrashes around, knocking everything about in combat. But most feared are their deadly and accurate lightning strikes which are the first to strike its prey. Corondon, like many isho adapted predators also mask their signatures when stalking prey. JR
- Cougar* The surviving strand of terran cougar, slightly larger, more powerful and adapted to pack hunting, maybe to survive the horrors of Jorune. Cougar have a limited tra-sense and can sense dyhas when they are woven. Even stranger is their relationship with the duradon, living in the tubernaw vines and even sharing in their kills. Cougar can be found in forests, plains and mountains mainly, sometimes even in deserts. It's not unusual for cougar to be trained by crugar and are often seen running with them. Likewise, the insidious crugar sometimes hide among cougar packs. JR
- Creshi* Carnivorous, toothed fish found in many seas. Used as food by many races. Can be dangerous to bleeding divers and a nuisance when washed onboard during a storm. JR
- Crey Small squid-like parasite which feeds of isho and blood of it's host. If given the limilate Lunnica it will grow to enormous proportions. See Crey-men. JC
- Crill* Ferocious predator birds found in deserts and, occasionally, in mountains. They dive at their prey with great speed and accuracy. Their favourite prey is the turtle-like shoymas, but they will not miss an opportunity to eat soft humans. They are hunted for the boc-rod crystal imbedded in their tail, which negates dyshas. But it's extremely dangerous to hunt the crill. The signature masking boccord hunters of Ros Crendor are the experts of these hunts. JR
- Croffin Small relatives of crill, found in jungles and jungle border lands. SA
- Cushindell Moth Nocturnal winged insect of Northern marshes of Burdoth. The moth spins threads to pad its egg sacks, this thread is used to create Cushindell silk. SC
- Daij * Infamous isho enervore whales found in north arctic and temperate oceans. These large, horny beasts are attracted to prey which they first suck dry from isho and then consume. The large whales are known to sometimes ram smaller boats to get at their prey. JR and JC
- Darf Carnivorous bottom crawling ocean fish which travels in schools. SC
- Darkwings* Carapaced bat-like creatures with vicious claws and poisoned beak tips. They are the scavenging and hunting drones of the World Tree creature of the Glounda forest. Most humans suffer only a type of hallucinogenic effect of the poison, but some human might react with paralysis. JC
- Darrit Hive creature similar to termites. Migrate every four years. Found everywhere. SA
- D'Ghaad* Large centipede-like predator that ambushes it's prey by laying buried in sand or loose dirt. Found mainly in forests and semi-arid areas. Due to its ambush nature, it masks it's signature perfectly when in hiding. Capable of moving at great speed for short explosive bursts. Seven large mandibles lock onto prey while ringed inner moths chew off bits.
- Dharmee* Agile and fast creatures of the deserts and other dry areas throughout the temperate regions. Their front teeth jut out from long, snouted mouths. When attacking prey they stand on their rear legs and use their sharp claws. Also their powerful tails and strong jaws pose a threat. Six foot long and sometimes dig down in hiding to wait for prey. JR and SA
- Dharmee, Dhar* Twelve feet monsters with same appearance as regular dharmee. Found in most temperate regions of Jorune. SA

Dharmac*	Aquatic relative of Dharmee. SA
Do-Odreh*	Swamp dwelling three-eyed snake with mild paralysing poison. Disturbs dyshas (-20 to hit).SA
Do-Odreh, Dhar*	Very rare, mythological, fifteen meter long monsters found in Drail. Stronger poison and can interfere dyshas. JC
Dothobider*	Powerful, deer like creature of the Temauntro planes. Favourite food of the crugar. Smaller relatives can be found in most biomes of Jorune. Forest dothobider are shy and more slender cousins of the temauntro dothobider and can be found large, dense forests such as the Brynkwood Forest and Glounda Forest. Known to communicate / warn each other by altering their copras, sometimes even visible as light flashes. AS & JC
Dichandra*	Humanoid seeming crustacean-like creatures found in swamps. Dangerous and favoured for their pincer clubs as musical instruments. The dichandra will attack human sized creatures, bludgeoning them with their clubs or snapping at ankles from subterranean tunnels. Large dichandra can even spit paralysing poison. JR
Draiteer Lizard*	Large, wolf-sized lizard that can be found throughout Draiteer, northern Drail and the Vareech plains. Normally shy, but poses a threat when hunting as a pack. If caught young, these animals can be tamed and trained much like wolves. JC
Dreglamon*	Three headed horror with thick carapaced and camouflaged skin that lurks in holes, caves and crevices to attack unsuspecting prey. Dreglamon are capable of masking their signatures. When prey is close, the three heads burst out of its hole, flinging rocks at its prey and attempting to bite it. The genderless dreglamon sends its offspring flying in great flesh eruptions towards the end of its life. JR
Duradon*	Huge, winged predator relative of the common talmaron. They make their nests and keep their young in the great tumbernaw vines. The aggressive duradon grabs prey, carries it high and flings it at rock far below. Also the bite of the duradon is fearsome. JR
Ekatai*	A mountain dwelling relative of the vodra. These predators lie in wait on high cliffs for prey passing in the foothills far below them. Once suitable prey is discovered the ekatai flies/isho glides down to the prey as swiftly and silently as possible. If it manages to grapple its prey successfully it will burst tremendous amounts of isho in a levitate dysha to swiftly rise back up in the air. Once at a suitable height it will drop its prey on the cliffs below to kill it and tenderise the meat. Struggling prey can be bitten, but the ekatai beak is much smaller than that of its larger arctic cousins. Only older and larger ekatai would attack and lift human sized prey. Its smaller family members will however join the kill and flock around it when lifting. The ekatai of Drail and the J'angra Peninsula are said to all grow to very large proportions. JC
Epidoron*	A.k.a. Sea Snatcher. This carapaced worm-shaped creature inhabits cliff coasts and is a real danger to animals swimming (or walking) close to its submerged lair. More than 20, 50-metre long, thin tentacles scour the cliffs and sea bottom for prey which it drags to its main body and crushes with a thick, flat beak. The tentacles are often mistaken for snakes and seem to have life of their own thanks to excellent limb coordination and tra sense of the main body. Large specimens have been known to rise up and snatch people from boats. JC
Fak	Distant relative of giggit. Lamorri food animal. Destroyers off crops and trees. Found in forests jungles, woodlands and marshes. SA
Farg*	Swamp dwelling creatures that roam their territories for something – anything – to eat. They bludgeon their prey or bite its with their beak-like mouths. Sometimes even use crude clubs. Some farg have been known to herd prey into their territories. Infested with lirgin beetles and often collect trinket souvenirs from killed prey. Sometimes found in jungles near swamps. JR
Firmene jelly fish	A large jelly fish that squirts ink when startled or attacked. Its ink is known for being good to write with and acubon frequently use it to tattoo their Elders with. JC
Frelic*	Calm, heavily armoured herbivores which roam forests and mountain slopes. The smell of durlig makes them go into a stampeding frenzy. A nuisance for lerrins. JC
Garnax beetle	Tick-like desert beetle known for its females to puncture their own brains through their eyes in order to provide their young with sustenance to grow on. These young beetles will emerge messily from the remains in 2 days. Famed symbol of the Keepers of the Written Word sect in the Coastal Kingdoms. JC
Gauthi	Beautiful cocooned insect beaded into fine rugs woven by thivin. Dormant for more than a century. They awake with a furious appetite and consume everything edible (apart from large animals, humans etc). JR
Garily	A beautiful, multicoloured bird found on Maraath island. Can be trained to dance in the air to a flute. Very expensive and rare. JC

Giddle Giggit*	Fast herbivore of Lundere capable of leaping 2,5 metres to avoid capture. A woffen delicacy. SC Burrowing jungle insects favoured by both thriddle and cleash. The 1 st stage gigit larvae are used by thriddle for smoking. The 2 nd stage is ferocious and hungry with huge mandibles that can snap off ankles. The 3 rd stage is fat and wormy, attempting to fund suitable soil to lay its eggs. Cleash favour the 3 rd sperric stage. Found in jungles, especially in the Trinnus. JR
Gillics*	Not one single animal, but a strange symbiosis between a plant and an animal colony. The sticky plant spreads its tendrils along animal paths, and is even capable of slowly entangling sleeping prey. Once it is ensnared (struggling will often entangle it further), the Gillic insects swarm down to devour the prey alive, stripping flesh from the bones. The Gillic bites are like stings which itch terribly for a long time if one survives. But being stung by the entire swarm is no laughing matter. In less than 1 minute, a lot of small bits will be missing. Within 5 minutes the prey has often died of shock and bloodloss. JC
Gilthaw Lion*	A large, furred beast found only in the icy wastes of Gilthaw, sometimes wandering down to Voligire and caught for arena games by the ramian. A ferocious predator capable of both swimming and burrowing into the snow and ice, sometimes intruding upon the cleash tunnels. JC
Granthix beetle	Bulbous, short-legged, locust like predatory beetle found in marshes, jungles and most cities. Gives off bad smell when handled. SC
Grint Hagroo	Cute, shy, defenceless turtle-like creatures raised by thivin as cheap meat. SC Small insect with curiously humanoid features only found in one location in Ros Crendor. They have over thousands of years created the Hagra Cluster, which is a huge coral-like growth found in the dry crack-lands of central Ros Crendor. Local lore and superstition regarding the Hagra Cluster and the Hagroo, date them back to the time of the Dreamlords. JC
Harn*	Desert living burrowers who are appreciated for their secreted burrows/tunnels connecting to water. Can spit secreted sand to defend themselves. Often mimic signatures to scare predators out of their tunnels. JR and SA
Halamon Hawk*	Small mountain birds found in Drail, Temauntro and Doben-al. Hard and crusty, with a hard beak they do knife damage when they dive into their prey. Attack in great flocks. JC
Harrigare*	Eel-like fresh water creature inhabiting the hakatik caves. Aggressive if pressured or its habitat invaded. It's long and poisonous stinger is often used as a weapon by the acubon. JC
H'Gund*	A.k.a. "Gauss horses" Horse-like body with thick long slightly ambulatory "hair", antlers and six oddly jointed legs. Can be eaten. Found in Dobre and Lundere and bred in Gauss valley. JC
Hirgin Horse*	Butterfly-like insect. SC The terran original, little changed and very vulnerable to Jorune flora and fauna. Incapable of survival without humans. JR
Ittoka	A thick hided lizard-like creature with metallish-yellow hide often used by Thanterians, Anasani and people of Drail for armour. JC
Jarric*	A colony of long worm creatures related to alatus, which together somehow achieve greater cunning and acute signature skills. Their cunning intelligence seems especially high during Ebba full moons. The Jarric colony is an expert at mimicking other creature's copras as well as their general shapes. Normally enough to fool Joruni fauna. They are even capable of mimicking sound. Once their prey is close enough, the Jarric colony will try to overwhelm the prey with poisonous bites and then feast on the paralyzed victim. Rumours tell of Jarric who have lived close to humans and other intelligent species long enough to begin mimicking them. JC
Jeesa* Jolloc*	Frog-like animal which lives in fetid water. It can spray an acidic liquid that burns skin. SA, SC A.k.a. Hole Snatcher. This fiendish creature resembles a large beetle with insect mandibles and legs, but with a thick worm-like body covered in reptile scales. It has cat-eyes identical to the cleash is clearly related to it. The Jolloc resides in lidded underground dens made of secretion. When prey passes by it rushes out and locks its cruel mandibles around it. It then drags the struggling prey back into its holes to be devoured alive by constantly ravenous offspring. Cleash seem to know (or feel) where these creatures can be found and easily deter them with their pheromones. Cleash trails often pass close to Jolloc holes which serve as good guards (or nuisance) to anyone unwanted using their trails. JC
Kabican Kash-Ket*	Cute and furry. Swamp and marsh dwellers. SA Flying jungle and forest snake-like creature with broad wings along body. Known for its stealth attacks, as it drops from the canopy above. It will bite its prey hard to hold on and then wraps its broad sail-like body around the head to smother it. Found in the jungles of Drail and in some older forests in Temauntro, Burdoth and Lundere. JC

- Klavic* Flying insect from ramian homeworld. Cold, moist climates but very adaptive. Reported nearly everywhere recently. Lays eggs under hosts skin. Exterminates all small life in area. SA and Skyrealm Kolovisondra adventure.
- Kocrébon* A terrible swamp monster resembling an upside down spider with long impaling hooks on it's legs and a big strong mouth. JC
- Kord Scavenging birds. Isho display during mating ritual. Found everywhere but the coldest regions. SA
- Korramon* Huge, peaceful herbivores with elongated necks holding an eyeless, chewing mouth. Powerful and armoured legs and whip-like tail protect it from smaller predators. Korramon form large flocks, capable of devastating farmlands. Inedible and mostly extinct in human realms, but can be found in abundance in Glounda, Temauntro, Dobre, Lundere and Drail. JC
- Korrarra worm* Smaller land-living cousin of the ocean living roreita worm. As it is semi-aquatic it stays close to water and can be found along rivers and in swamps. Like its larger cousins, the korrarra hunt in packs, taking turns to stun the prey with Faint dyshas and then descending upon the fallen prey in a feeding frenzy. Unlike its aquatic cousin, the skin of the korrarra cannot be made into dysha resistant armour. JC
- Kuhara* Migratory insectoid herbivores found in the northern and eastern Thodic Mountain vales. The horned Kuhara have several castes that serve different hive purposes and have very varied appearance. They are known for their self-defying protection of their young and their alpha couple by forming horned rings around them. The Skamaan make their famous armour from the carapace of the Kuhara and are even known to breed some castes for this purpose. The eye socket holes of the Skamaan helms are actually the removed main horns of the eyeless kuhara. JC
- Kretla worm A worm used by ramian in combination with drug and the Hemgal flutes to render a person willless. JC
- Leycosh* A.k.a.the Pit Beast or The Navel of the Goddess. A great pit creature of unknown origin, which attracts large prey by hypnotizing odours and perfect false signatures. Worshipped and sacrificed to by desert tribes for its hallucinogenic gifts. The only known (and ancient) specimen can found in the desert of the Doben-al. JC
- Lirgin* Predatory jungle and swamp beetle. Often infests farg furs and dead, rotting trees. Its bite is hallucinogenic. Lirgin juices are seen as an aphrodisiac by cleash and used by Ca-Du when preparing shantic blades. SC
- Locure* Clawed armadillo like isho enervore with a hide very resistant to isho. Locurian grunder armour is made out of its hide. The infamour grenn disease is easily picked up through contact with the locure. SC
- Loosh, Albino A.k.a. spirit loosh. Lives in symbiotic relation with quidillium ponds. SA
- Loosh, Dark Three inches. Very big black variety, found in jungles and marshes. SA
- Loosh, Field Luck bringer in Miedrinth. Dark brown body and slender black legs. Keep Darrit away. Web and nest make fine candle wicks. SA
- Loosh, Maiden's hand* Five inches. Dark blue markings resembling a hand on the back of it's orange pouch. Paralyzing venom. SA
- Loosh, Telir Shelled swamp living loosh which is the favourite food of the Raldin lion. JC
- Losht pod* Isho gliding/hovering gas filled sacks that sift nutrients and insects from the air and top soil. Mainly found in deserts. Dead, fallen, losht pods contain metal corrosive acids. JR
- Losht star* Related to the losht pod, this isho floater resembles a beautiful star-shaped chandelier equipped with thread thin feels flowing over the ground. The feelers are used to sting smaller prey or tenderise plants for feeding. Large losht stars can cause even a human harm. JC
- Lothern* Pack animal found in forests or plains. Bred in many places. Calm female is called sorevine. JR
- Lyrac Amphibious slugs up to sixteen inches long. Can be found in flowing water. Has luminous patches on back. Used as lights, lures and night fishing. SA
- Magrol rat Swamp or forest living rodent which hide makes waterproof leather. JC
- Mamcera* An up to 10 m long river dwelling creature from Drail and southern Temauntro that looks like a cross between a killer whale and a crocodile. Dangerous to fishermen and small boats. JC
- Mandare* One of Jorune's great terrors, found in most biomes and wildernesses. Up to 20 m in diameter, these roving, genderless predators roll across the lands in search of prey. The bulbous grey body has a long snake-like neck equipped with a huge, vicious mouth that will whip out against its prey. Their ear splitting roars can stun prey. Long mandare teeth easily come off and stay in prey. JR
- Mandare, white* Smaller, arctic version of the common grey mandare which can launch dyshas at its prey. JR

- Mandare Tree*** A tree parasite, plant-animal that starts by attaching to a tree and camouflaging as a split trunk. It snatches prey from the ground in massive mandare-like jaws and can grow to great proportions, being a serious menace to humans. Capable of matching its signature with the tree it fools most indigenous animals. When the host finally dies the Mandare Tree is left standing alone, but still camouflaged as the bare trunk of the original host. Beware of lone tree trunks in the Brynkwood forest. JC
- Manéttica*** Nasty creature with long and sharp mandible/claws which acts as a camouflaged roof to its pit where it lays waiting for prey. Large, powerful and capable of masking its signature, it is a formidable killer. JC
- Manon** A super large organism inhabiting a vast underwater cave system east of Khodre. It is an organism related to the Haijica and a powerful isho enervore. It spawns drones once every century that help it grow by secreting cartilage tissue or repairing damages done by parasites. The acubon live in symbiosis with this great creature and create many tools from its body. JC
- Manon Drones*** Manta ray-like drones that are capable of defending the Manon against a persistent threat. JC
- Mantibra*** Very aggressive, big creature found in jungles or woodlands. Will roam far once in a lifetime to mate and die. Very isho-rich frontal lobes during this time. Very strong acid in stomach. JC
- Mantibra hound** Regular dogs that have been specially bred and fed poisonous mantibra meat, enabling them to grow their own mantibra poison glands. Must continue to eat mantibra meat to keep this trait. Used as deadly hunting hounds. JC
- Mengelin*** A plant-animal related to the trinnu beagre trap. Compared to its cousin it is larger and more dangerous. It can only be found in the inner reaches of the Brynkwood forest of Ros Crendor. JC
- Merbian** Small grazing animal from Ros Crendor now popular in Ardoth. Used for meat. SC
- Morrlat Stinger*** Large, armoured herbivore from the Lundere/Dobre continent that travel in packs across the plains. Very territorial and often confused and angered by humans and iscin creatures. Defends itself with its long whip-like tail that ends in a sharp, bladed spike. JC
- Morskatee*** Nasty little jungle pest with long poisonous claws. Although not large, it will often act threateningly and is aware, that as a pack it can bring down a human with their paralyzing venom. JC
- Nar'esh*** Bright red isho floaters related to the losht pod. These floaters rely on isho and travel in large groups along unseen isho currents to stay in areas of high isho. Predicting the weather by observing the nar'esh is easy. They fall slowly to the ground if there is a rapid isho drop but soar up high in the air if there is a rapid isho rise. These creatures are also capable of stealing isho from living creatures. JC
- Natikvi*** A.k.a. "Sky Lizards". Originally from the high mountains of eastern Drail. Bred by ramian in Voligire as nocturnal steeds to fly on, as Talmarons struggle with the ramian weight. Harder to train and more unpredictable. The ramian control them mainly through the three metal "Torchka" rods that is carefully grown into the hollow resonance pipe of the skull that wild natikvi use to proclaim their territory. Unlike the talmaron, the natikvi is capable of actively attacking another airborne rider. JC
- Nellik Sea-Drageon*** Plesiosaurus-shaped predator of the northern seas. Hunts along coasts or reef and will often trail a ship in hope of scraps or misfortune. With its humanoid head, long lolling tongue and big bulging eyes, this creature has earned an ominous reputation among both human, woffen, bronth and ramian sailors. JC
- Nemsis*** A.k.a. Flowers in the dark. Swamp dwelling algae colony creature that resembles a black oil slick when it rests in water. If trod on or waded close to, it will swiftly wrap around victim like a leech, dissolving the creature (or limb). Malmis is needed to peel the nemsis successfully from a body. SC
- Nestal*** Big, nocturnal vulture-like bird. Found in Dobre living in big trees or desolate ruins. Very aggressive and dangerous. JC
- Nestal, desert*** Smaller cousin living in Drail. Steals small livestock and loots camps. Very territorial and will often drive away intruders. (Even humans) JC
- Nobudhum** Large predator of the Vareech wastes and the J'angra Peninsula of Drail known to tackle and pummel its prey. Very good swimmers and often seen as gladiator animals in ramian arenas. JC
- Orrin*** One of Jorune's most well known scavengers, the orrin are a vital part in the decay and waste process of Jorune. Generally representing fat worms or snakes with four to eight padded feet and/or manipulator arms and insect-like mandibles, the orrin come in several shapes to serve their purpose in the great roving colony. Broad-backed servitor orrin carry their fat, bulbous queen and protect her with their life, piling over her if necessary. Warrior orrin stand on four feet and have four thailier equipped arms to protect the colony's flanks and sometimes take down

- prey (they look uncannily like mini-corondons). Gatherer orrin of all shapes and sizes scour the terrain for anything edible and preferably dead. The common orrin are less than 10 cm large and are found all over Jorune. But in the jungles their larger cousins grow to monstrous proportions, dangerous to all sentient creatures. The warrior orrin of the jungles can seriously maim a man with their four sharp thailiers. JC
- Pekurion* Cave dwelling creatures that venture out at night to find prey in forests and jungles. They are sometimes found hanging from cliff sides or in caves to drop on prey that passes underneath. But also on their two stubby legs they are quite fast and very good jumpers. Once they get a good hold on their prey with their three barbed mandibles, they don't let go and let their inner mouth do the chewing. JC
- Perann* Nasty four armed spider-like creatures with humanoid bodies and demonic visage found in some deep Doben-al ruins and among the vast underground tunnels of the region. These creatures can reach an immense age (up to 500 years) and seem to have rudimentary intelligence. They sometimes scribble strange glyphs but do not seem to be able to read these, communicate with each other or otherwise have an organised society. It would seem that their actions are nothing but age old procedures they themselves do not understand. They are deadly and cunning stalkers of the ruins or tunnels they inhabit. Seem to be of same plant-animal origin as swordbearers and can, just like them, be possessed by lamorri "spirits". JC
- Pibber* The cute and furry ball with legs. Favourite pet of many Jorune inhabitants. Dangerous when it has thisted (when cornered or attacked) as it secretes armour and extracts claws. JR and SA
- Pibber, Githerin* Small intelligent scavenger. Found in camps, houses, cellars etc. Makes fake thisting noise. SA
- Pibber, Gransey* Large, dark brown species. Very good at jumping. SA
- Pibber, Riks* Tree climbing species who easily thists. May charge. SA?
- Plague Moth* Beautiful, but hated plant animal that begins as a big plant colony with moth buds that open and release the moth when mature. Moths normally just collect food for the colony and themselves (while spreading Swamp Fever on a 40% chance when stinging animals). But twice a year the moth become more aggressive and will attack animals in stinging swarms. Now they will infect their prey with parasites that will gestate in the body. Once these parasites have matured, they will flush out with the animals waste or consume the animal – killing it. Once out (or in the cadaver) there is a 20% chance a new colony will grow. Plague Moth fields are sought and burned yearly by all living close to swamps. JC
- Poidill* Big tentacled shellfish sometimes found in harbours living off refuge. Old poidills are huge and threatening menaces to harbours. JC
- Poitar worm Small aquatic worm. A favoured treat for cleash. JC
- Prinji* A.k.a. "Falster" by Gloundans. Forest living relatives of the giggit. Likes mud pools. Has burning antennae. Is hunted to create the Prinjo musical instrument. JC
- Puffjaw* Nastier aerial relative of scragger. Wraps tail around victim after the fall. Pack animal. Found in Drail, Sillipus and Ponteer jungles. GS
- Punger Climbing marsh insect that packs a powerful bite. SC
- Raldin Lion* A.k.a. Darkmane or Yvigri Chosa (Chaun-tse "Night killer") Fierce, leaping killer. Can be trained. Traditional animal of Thantier. Lives mostly in swamps and jungles in Raldin jungle, southern Temauntro and throughout Drail. JC
- Ra'rock* Herd animal found mainly in Voligire and south of Vareech. Herded by ramians as livestock and known for their stubbornness and foul tempers. The bite of angered Ra'rock can be quite dangerous. Like ramian, the ra'rock are empathic and very sensitive to strong isho sources such as dyshas, warps etc. JC
- Recos* The biotech creatures hatched from biotec incupods - See biotech list. JR
- Reema* A.k.a Snowmane. These semi-furred lizard beasts are related to Raldin Lions and haunt the Thodic and Downtrough Mountains and can be found at even extreme altitudes. With an acute trase, the dread reema packs seldom loose their prey. Reema can communicate over large distances with shrieks or by isho flaring their copras. JC
- Rek – Lakla* (Rorch-ko "Boat killer") A small nasty creature which lives off the hull off ships and may grow to monstrous proportions if the brain is pierced by a copper needle. Used by ramians to track and then destroy ships and their crew. JC
- Rohborra* A.k.a. Spike Hounds. Dangerous hunting animals used by the ramian. The Rohborra resemble skinny hell-hounds with small black eyes, bony hides, large fangs and spiked backs and appendages. They are empathic pack animals who coordinate their hunts. Often trained by ramian as hunting animals or personal guards, the rohborra get attuned empathically to their

masters – and vice versa. Rohborra can be found roaming the cold moors and mountains of Voligire but don't appreciate the cold climate. The ramian have introduced the Rohborra in their colonies and escaped packs can make travel in Panteer and southern dangerous to non-ramian. In the Temauntro colonies the Rohborra have several times been used against the crugar for sport. On Sillipus the Rohborra are often used in slave hunting games. JC

- Roreita worm* Sleek, grey ocean worm/snake found in tropical and some temperate waters capable of stunning even large prey with their faint dyshas, which are much stronger underwater than regular faint dyshas. A group of 10 or so roreita hunt together, stun a prey and have a feeding frenzy. Their seven mandibles can cause quite serious bites. Salu have found the roreita skins useful as isho protective armour (like grunder but with physical stats of leather). There is however no known process to prevent the roreita armour from reeking of fish and decomposing (thereby losing its isho protective abilities) over a period of 1 month (2 months under water). JC
- Saka, Brown Lives in arid places. Quite big. Known for their saka- night frenzy. SA
- Saka, Ghost Translucent white species often found in ruins and caves. Very big and scary. SA
- Saka, Marine Pale, greenish-white animals capable of swimming. May live in hulls of ships. SA
- Saka, Yellow* Feeds on Ahji. Very big and aggressive and a pest for barge crewmen. SA
- Salkin* Foul tempered horned, flying lizard. Although not very large, this aggressive scavenger is known to drive off humans and other large predators by attacking in flocks and clawing at eyes and faces. Often found in dry areas as well as forests throughout Doben-al, Glounda and Temauntro. JC
- Sallsa Large, flat, rippler fish that must be cleaned (leeching out toxins) before eaten. SC
- Sammoril* Dread hunters of the deep that can be found in all Jorune seas. These huge ocean predators have streamlined scaly bodies, large flippers and bony, plate-teethed heads. Fins have talons and a pair of short rudimentary limbs enable them to hold on tightly to prey while the rest of the body constricts and eats it. Dhar Sammoril specimens are true leviathans and the stuff of legends. Scales often grow into long horns and spikes all over the body and their otherwise useless limbs are elongated to gigantic proportions. Sammorils have always been the bane and primal fear of salu and are known to attack boats. JC
- Sankinslan Flat, leathery native reptile from Dobre. SC
- Scash Small cave salamander. A delicacy of Ca-Desti shanta. SC
- Scorpa Fish* Eel-like fish with seven venomous mandibles capable of masking its signature. It often climbs out of water to hunt land based prey which it will drag back to sea. Large specimens of scorpa fish have even been rumoured to have attacked human sized prey. Legends abound of Dhar Scorpa along the J'angra Peninsula of Drail. JC
- Scrade* A.k.a. Wasto. Aggressive muadra sized insects with razor sharp arms called sherrids used for slicing its prey. Hanging from tree or burrowed underground the bad smelling creatures wait for prey. Fast and very hard to hit. Their joints constantly drip an organic lubricant. JR
- Scragger* Feared mouths on arms. Pack animals whose massive jaws lock onto their prey. Flocks of these usually drop onto prey from trees, or run after prey, jumping mouths first. Once they get a hold with their teeth, they chomp away. JR
- Sedocon* Large herbivores resembling more elongated and elegant thombo with long tails equipped with bony clubs. These shy herbivores can be found grazing in large herds on the grasslands of and more open forests of Dobre/Lundere and Drail. Although docile, the Sedocons are favourite prey of corondon and can do great damage with their tail clubs if cornered. JC
- Shellit* Friendly and inquisitive eel with a sinister skull-like head. Their chattering and playfulness often attract them to ships and coast dwellers of the Ceridis and Sharharras Seas. It is said to bring a sailor bad luck to harm a shellit. JC
- Shollick* Rare creature from the deep jungles and dark depths of Jorune that can be found on all continents. Resembling a huge worm with long tentacles around its round, toothed maw, it could be a land-dwelling relative of the poidill. It is rumoured to live for hundreds of years and Ros Crendorian priestesses have been known to keep shollicks as guardians in forbidden temples. JC
- Shoymas* Turtle-like, one metre high desert creatures. A favoured prey of Crill. Capable of defending themselves with a powerful fire touch. Shoymas sometimes light dry grasses and shrubs to get at seeds hidden within them. These bush fires can be a serious nuisance to the poorer farmers of drier, desolate parts. JC
- Shûûd Sickly yellow insects that are attracted to all kinds of carrion. Battlefields are quickly infested by swarms that seem to smell decaying flesh from great distances. SC
- Sirra sloth Large, heavy tree-dwelling creature capable of masking its signature. May feed on tarro pups. Makes a yawning sound, which is why yawning provokes prolonged outbursts of screeching. SC

Slutch	Docile slug-like creatures whose shells are favoured as a musical instrument, armour and tools. JR
Spearfish*	Predator fish found in all oceans around Drail. Famous for their long spike jutting from their forehead, which they use to impale their prey. The barbed spear stings its prey with excruciating pain, stunning it. Won't normally attack human sized prey, but can – according to rumor – be trained by salu to do their bidding. Salu sometimes use the barbed spear of spearfish to hunt smaller prey. JC
S'rack*	Large slithering snake-like beasts found or bred by the cleash somewhere. They are fast with terrible claws and can spit acid. S'rack have no signatures and no isho. Cleash control them genetically somehow with pheromones and canther sparks, just like the more docile scarmis. S'rack require training to understand and do the bidding of cleash and can turn upon their controllers if mistreated. JC
Stig*	Blue blood-sucking insects found in deserts. Travel in swarms with queen and drones. SA
Suviir*	Long, sleek hunters of the seas. Eyeless and resembling long caterpillars with multiple fins and serrated, sharp dorsal fins. Come in many sizes and colours and can be found in most seas. Don't normally attack human-sized prey if not in larger packs or attracted by blood. Dhar Suviir are feared but rare. JC
Tabulah worms	Huge, 2 m worms that can be found in the Cushindel and Suh larvan swamps. The staple food of the delmeran people. JC
Talen field*	Colony of stationary mouths in the ground camouflaged as rocks. JC
Talmaron*	Flying, furred beasts of burden. The best way to reach inaccessible regions or skyrealms. Talmarons isho glide to conserve energy and to take off, this makes them sensitive to isho unstable regions and they will refuse to fly into regions with little isho. Talmarons fear the duradon predator. JR
Tamparit*	Huge ocean dwelling herbivores that sift plankton and occasionally graze underwater. Old specimens can be several hundred years old and measure more than 200 m across. They attach to each other, creating huge, floating colonies during their yearly migrations. Salu often rest on them and travel on and with them while hunting the fish hiding amongst and attracted to the Tamparit colony. Tamparit are hardly aware of humans living on them, but can launch lightning blast of terrible force at large (make that huge) predators that might attack them (or humans setting them alight, ramming them with ships etc). JC
Tarro*	The common Jorune pest infesting jungles and forests in great flocks. The size of a small monkey, the grey-green tarro are often trained by bronth for hunting, pets or guards. Can screech loudly and painfully. In the wild they curiously follow humans and often attempt to steal their intriguing possessions. JR
Tarro, Borkelby*	Big, ape size. Shy and docile. Very rare. Brightly spotted. JR
Tarro, pocket	20 cm tall cute blue creature. Popular with high class people. JR
Tarro, spinner*	Similar to regular Tarro, but smaller and more muscular. Can weave isho. GS
Tarro, stiff-backed*	Chimpanzee size. Gray-black hair on back gives stiff to any in contact with it. JR
Tarro, striped*	Small black and yellow striped Tarro. Warns when corondons are nearby. JR
Thombo*	Common beast of burden. Two legged and worthless in combat due to its skittishness. Is commonly also eaten. JR
Thyrin	Small, cowardly bat-like animal with six insect legs that are used as messengers pigeons. JC
Tillum Whales*	Another crustacean-like sea creature that resembles large scaly whales from above. But underneath they are a mass of legs, feelers, antennae, serrated arms and tentacles. The docile creatures graze the dark depths for rock-hard shellfish and are virtually harmless to humans. Every crith they flock to the western coast of Drail to climb the cliffs and lay their larvae. They will watch over them for 20 days or so before climbing down again with their young. Their flesh is poisonous and corrosive to handle. But the oil from their glands burns bright and long and is favored by Erucians and ramians. Catching Tillum whales is easy, holding on to them when they dive to the dark depths is however much harder. More than one whaling ship has been pulled under by a large Tillum whale. JC
Tla-tlic	Long, narrow, spine fish found along cliff coasts. Popular fish with salu. SC
Tokli*	A.k.a Lake Angels. These shy and elusive manta-ray creatures can be found in Lake Dau-Uh-Deh. Their longing and sorrowful singing is said to bring good luck t to those that sometimes hear them at night as they sing to each other under the stars. They are capable of powerful jumps and isho gliding above the lake surface. JC
Tomorok*	A large predator beast that roams the temperate forests of Jorune. A good climber and stalker, it often tackles its prey or pounces upon it attempting to cause as much injury as possible with its

- large bulk. Powerful jaws and huge teeth grind tissue and bone to pulp. Smaller jungle Tomorok also exist. JC
- Trigla Lizard* Horny, pointed, nocturnal relative of Dharmee. Poisonous horns and scales for ramming. Sometimes used as guard dogs. Can be found in or near jungles. Very territorial. JC
- Trinnu beagre trap Roving plant of lamorri origin. A lamorri food source. Attracts beagre with foul smell. Found in jungles and swamps.
- Tunnel worms* Feared three inch insects. While not normally not aggressive or harmful to humans, they are used for torture and ceremonial shissic execution. Burrows swiftly into flesh. Used also in Olwier limilates. Lives in jungles in great underground complexes. Legends speak of its larger cousins found in the deepest reaches of Drail. JC
- Tutulak* A.k.a. "Laks". Two inch tick-like bug from Ponteer. Parasite which needs blood. A delicacy among ramian which puts humans to sleep with the odour it releases when mating. (Clasped together) Only bearer, giving it blood, is immune. Tetrak is the female form. JC
- Tuvic* A noble pet found in the Erucian courts in northern Drail. Tuvic live in packs and hunt among the Drail mountains. They communicate through altering their copras or creating short isho bursts (invisible to humans). When mating, they cause spectacular visible isho displays. Normally untameable, Tuvic spawn can be imprinted with the copra of a human before it enters its second growth stage. This results in a lifelong loyalty to its new parent. Tuvic are warm blooded and fairly docile. They cannot be used as guard beasts, but will viciously defend whomever they have been imprinted with. JC
- Uuban* Docile, grazing worms found on the Temauntro plains and some other grassy plains of Jorune. These herbivores will feed on any kind of plant life and even burrow under ground to finish off roots. If harassed, these worms will spit sticky and strong strands at their attacker to immobilise it while they wriggle away. Even large predators can find themselves caught in the coordinated sticky attacks of the Uuban. The strands harden and break within half an hour. Crugar know of ways to treat these strands so they can be used as tough ropes. JC
- Uk'leck* Larger cousins of the more widespread tunnel worms. The dread Uk'leck have since their escape from their cleash masters been a nuisance to the subterranean shanta. Uk'leck use their strong stomach acid and powerful mandibles to expand natural caves with their tunnel networks and are very territorial when these tunnels are invaded by other species. When attacking, they spit their corrosive acid at their prey and then attempt to shred it with their powerful mandibles. Old Uk'leck networks can stretch for miles and provides them with many exits to reach prey from. Legends speak of gargantuan White Uk'leck who roam wild in the Ice Fields of Gilthaw in endless ice tunnel networks. JC
- Val'esh* A.k.a. Sky Jewels. Another beautiful relative to the losht pod. These large isho floaters resemble several large globs bound together by slender tendrils, but come in many shapes and bright colours. Val'esh often travel in tendril connected colonies. All val'esh rely on isho for floating, reproduction and often as a nutrient supplement. Their reliance on isho often manifests in isho defences, such as display warnings, colony warnings, blinding flares, burning touches, faints, body shields, masking signatures, false signatures or loud crackles. JC
- Vatramon* Dreaded river beast of Hobeh related to Dreglamon. Three headed and with sharp, crushing teeth and jaws. It has a well developed tra-sense and is very good at masking signatures. It will burst out of the water to grab prey on land or on the river. Only some old specimens get large enough to be a serious threat to a ship. Detests kober leaves, which cleash travelling up Hobeh rivers pour into the water. JC
- Vodra* Isho gliding, octopus-like creatures which roam the icy wastes of Gilthaw. They launch frost bolts at their prey and pursue them silently until they can reel them in with their long, draping tentacles to their strong beaked mouths. The knife tipped tentacles can also snap viciously at prey. Vodra can sneak silently up on its prey. During the vodra gorging season in Crith, great clouds of vodra, with huge elders high above, glide southward and descend upon the southern realms. Vodra sometimes project several false signatures underneath, luring prey to areas where they can be attacked. The bodies of vodra contain crystals. JR
- Vurucon* A relative of the Daij of the cold arctic seas and heavily armoured. They are not isho enervores, but can mask their signatures and interfere dyshas. The huge Vurucon females swim up rivers or swamps to lay their spawn larvae in Mullin. They are a great delicacy among the Delmerans of the Suh Larvan swamp and must by tradition be hunted with harpoons from flat bottomed skiffs. JC
- Vurunn Whales* Worm-like whales found in the seas around Drail. Salu hunt the extremely sociable whales for food but are sometimes known to capture calves and train them. Vurunn whales migrate every

	<p>mullin to the great underwater grass plains south of Drail, known to the salu as the Vurunn Plains. Here they gorge on grass until full to the brim and somehow stock up on isho for their final journey south. No salu can follow the whales past the hypnotic moving grass into the icy south, where a great entity linked to the whales somehow is said to reside. JC</p>
Vurunn Entity	<p>Island-sized super organism (possibly related to the Manon and the Coric Hajica) which can be found on a sea shelf close to Jorune's south pole. The Vurunn entity has never been seen but is rumoured to exist if shantic legends are to be true. Much like the Manon this super isho enervore is served by countless servitor drones or isho enthralled creatures . It is somehow linked to the Vurunn whales who once a year deliver precious isho rich oils gathered during their year of grazing. The strange rhythmic drumming of the Vurunn entity can sometimes be heard underwater across the great underwater grass plains, all the way to the southernmost coast of Drail. JC</p>
Walkstones	<p>Small, stone-like creatures with no eyes and a small mouth underneath to suck nutrients out of ground and decaying plants. Slow moving pets of city children. JC</p>
Weach*	<p>Flying, eyeless, blood-sucking creature common to swamps, marshes and jungles. May lay eggs in losht pods. SC</p>
Whip Bees*	<p>Fierce insects that nest in dead trees or old animal burrows. If threatened, a swarm will engulf the intruder and attack with their whip stingers. Non-poisonous, but delivering vicious flesh ripping stings. JC</p>
Wolf*	<p>The common wolf of terra, but larger, stronger and adapted to Jorune. They can interfere dyshas, the more individuals the better interference and have rudimentary tra-sense (signature spotting). Wolves seem to sense warps very clearly and are drawn to them. Packs have spread over Jorune through warps. JR and JC</p>
Wolf, Pagra*	<p>Wolves living in and around the Pagra Mountains of Ros Crendor. Their isho sensitivity has developed into very accurate tra-sense and the wolves are valued by beasters, as they can be trained to become warp-hunters. JC</p>
World Tree	<p>A super large organism found in the dangerous Red Valley of Glounda with is unique and ancient flora. The World Tree entity seems to be a symbiotic parasite that permeates an old and dying Borlah tree. Possibly related to the Hajica entity, it creates various drones, such as the Darkwings to protect it and find rarer nutrients. Over the recent two millennia it has learnt to create new drones/servants by allowing humans merge with it. A human "priest" of the secretive and elusive Mud People becomes a part of the tree and is slowly turned into a creature of both wood and flesh, but still capable of commanding the Mud People. This god-like avatar lives for nearly 100 years before a new is needed. JC</p>
Zetla*	<p>Dog-like lizard found south of the Thodic mountains. Popular, docile and loyal pet when young. Turns into a large and poisonous (but calm) monster at the age of five. JC</p>
Zuuna*	<p>A.k.a. isho githerin. Small, inconspicuous isho enervore birds that travel in large flocks. They are attracted to large isho sources and are even known to fly high into the air when an isho storm is charging. A flock of playful Zuuna will flutter around people strong in isho, stealing minute amounts of isho (1 per round). Not until 10 or isho have been stolen can experienced isho users roll COLOR to notice the isho drain. Study of the Zuuna can also reveal an isho glimmer in their feather-like scales as they are charged. JC</p>

Evids

Dark Weach*	Weakest of the seven basic types of evids. Resembles a weach with stingers that inflicts brain blast and stiff dyshas 2x3D6 times before recharge. Used mainly to ward off animals. SC
Ekid*	Second of the seven basic types of evids. Resembles a floating orb with nodules on its surface. Can fire various types of orbs and bolts. Can launch 2x3D6 dyshas before recharging. SC
Trasca*	Third of the seven basic types of evids. Looks like a metre long crystalline stick. Normally hovers in the air, occasionally spinning about their centres. They attack by striking, occasionally accompanied by a power orb blast. SC
Gotey*	Fourth basic type of evid. Looks like a spider whose body is coiled black tongue. Tongue can uncoil to 2,5 metres, striking with great precision. Has long, pencil- thin legs. Can also spit bolts of Desti 2x2D6 times per day. SC
Salkid*	Fifth of the seven basic types of evids. Enormous and tentacled, with a huge vertical slit for a mouth. Tentacles hit as a staff and give off lightning blasts. Mouth gives a ferocious bite. Can launch any variety of dyshas 3x4D6 times between recharging. SC
Odillid*	Sixth of the seven basic types of evids. Huge, floating, shantic looking mouth. Flies at high speed, shooting powerful orbs and bolts. Can also bite. Can launch 6x3D6 dyshas before recharging. SC
Lamorrid*	Seventh and most powerful of the basic types of evids. Resembles a small (4 m) version of Eelshon She-Evid. Does damage primarily with hands. Can also launch orbs and bolts of Ebba and Du. SC
Eelshon She-Evid*	A.k.a. the Warp Walker. The fabled, legendary, one and only horror left uncontrolled by the shanta after the human attack. Battle creature created to destroy lamorri and incite primal fear in these fiends. It is designed to enter through a warp, cause havoc and then quickly exit again. JR
Shomorac Do-Desti*	A greater evid which protects the lost shantic city of Meg-Aleisha in the inner reaches of Drail. JC
Gobisha Do-Desti*	A.k.a. the Narach-tive (Rorch-ko: "Soul Destroyer"). A greater evid that together with Shotey Do-Desti protects the abandoned shantic city of Talauntra Sho-Tey in northern Drail. After a cleash attack upon the city, the two evids were released to torment the cleash invaders. But the evids also began attacking human settlements at night, creating a legend of fear along the fringes of the jungles. JC
Shotey Do-Desti*	A.k.a. the Vrochma Keel (Rorch-ko: "Skull Collector"). See above. JC
Telosha-Rami	A.k.a. the Kronotchra (Rorch-ko: "Beheader"). Another evid specialised in hunting ramian. It's known throughout ramian legend by the curse of Kronotchra which it lain upon a ramian by a shanta, by writing his name in ishi ink inside a crystal to attract the demon. JC
The Garagast*	An evid placed by the Ca-Desti in the ruins of the human city Berlin to guard its human past forever. JC
Griagaal*	An ancient evid used often by the Ca-Desti or Ca-Du as escort when dealing with important human or woffen enemies. Quite cunning and emits a very faint signature, much like muadra. The woffen know it as Us-Ewaha. JC
The Shorroc*	One of the legendary and gargantuan evids, once created to keep the lamorri besieged in their subterranean tombs, it now roams the haunted underground of Ros Cendor. JC
Soshana Nu-Desti*	A.k.a Cyracu's Child. A great sea evid of unknown- but probably isho stabilizing function. It is linked to the Juta Cyracu artefact that summons it. Used today by the Armadans to defend the floating, hidden city of Cyracis. JC
Shyee-Humanii*	New type of evid constructed by the Red Shanta for his planned war against the human invaders. Inflicts fear in humans and understands human reactions and ways of fighting. Howls and spits power hold dyshas and then impales its victims on its cruel claws. Collects human heads and leaves for display. Artificial hide is resistant to less complicated dyshas. Main weakness is sight. Although it has eyes, it sees with tra-sense like most evids. Makes it vulnerable to masked signatures etc. JC

Great Horbaal*	A swollen and huge evid of the volcanic Lake Horbaal in Temauntro. This great evid can create warps, walk through them or send large objects “warp-walking” along inter connected warps. This evid is linked to several isho gliding lesser evids which it sends through its warps to in turn crate new warps. The Horbaal coordinated these large, stable, but yet roving warps across Jorune in order for the shanta to better deploy their attacks against the lamorri during the rebellion. After the rebellion the Great Horbaal was placed in dormancy together with its offspring. After the leesh ebeeca the Horbaal was not activated until Benhu the erucian found it. The erucians used the Horbaal only to transport their huge fortress ships. Its spawn/lesser evids were long used by the Erucians to control their smaller ships and to sail without wind. JC
Horbaal Spawn	The erucians wrongly believed that these evids linked to Horbaal were its offspring. In reality, the Horbaal coordinated these roving warp machines / warp makers so that large and stable warps could be coordinated and opened across Jorune during the lamorri rebellion. The Horbaal spawn are capable of isho gliding across surfaces or seas (taking anything built on it with them). They can also open warp. But unless guided bythe Great Horbaal (which the erucians didn’t fully comprehend) the Horbaal Spawn only warp walked to a safe distance (a defence mechanism in case of lamorri attack) some 1-20 km away. JC
Sokota Du-Taur*	A great and horned evid constructed to fight viciously and defend the tomb/prison of the lamorri Groschraurr. Groschraurr was the hated and ruthless architect of the Doben-al project and his terrible doomsday creatures the Matra-Galiga are trapped within his tomb. Although having been abandoned by the shanta after the leesh-ebeeca and slowly drained of all its isho in the Doben-al, the Sokota Du-Taur has once again been activated after the tomb nearly was opened by a possessed priestess. The evid has four serrated limbs, a tough body especially tolerant to fire and can blast intruders with brain blast dyshas. JC

Lamorri Machine Beasts	(those incapable of reproducing normally)
Bloodboiler*	A lamorri machine-being with a carapaced shell, long slender legs and feeding tentacles emerging from the belly. capable of creating very strong ultrasonic sound waves that can snap boners, boil blood and split flesh in wet eruptions . Normally only found with cleash. JC
Djuma Warbeast*	Armoured and aggressive steeds. JC
Garachkatta*	Gargantuan juggernaut destroyers. Armoured killers of evids, leveller of cities said to have been capable of spitting acid or other foul chemicals. JC
Gate-Beast*	A nasty Lamorri machine being that fills and entrance creating an organic orifice which to pass through. Two twin creatures with carapaced shells and mighty hooked and clawed appendages serve as living door wardens. Normally only found with cleash. JC
Kelenn*	Great and terrible flying lizard with huge skull-like head and red glaring eyes. 6 appendages and used a steeds and capable of great destruction. Sharp, barbed tail and clawed wings. JC
Klavic Planter*	Nasty form of the Klavic that is used to plant machine-being eggs or embryos in hosts for gestation. Was also used for spreading disease and bacteria during as biological warfare. JC
Matra-Galiga*	A doomsday weapon in the shape of a huge swarm of metallic insects released by the defeated lamorri. Trapped by brave Ca-Tra priests on an artificial skyrealm in Ros Crendor, these creatures would destroy Sho-Caudal within a decade if released. They draw their power from the sun and set everything they touch ablaze, destroying all vegetation while moving like a fire blizzard from area to area. JC
Nurrich*	Creatures that resemble small, sinister, thin and wizened dry men with huge black eyes and small, sharp teeth. Used a workers, but of little intelligence and not really capable of inflicting harm. JC
Schlorr Kaar*	Ak.a. Green Fire Demons. Strangely animated green fire that haunts and guards some lamorri ruins. Burns from these creatures will not heal normally as they are somehow infected by “soot” from the fiends. JC
S’ror*	Insectoid and armour plated beasts used to plant other machine Beasts, mainly Nurrich but also Swordbearers etc if “programmed”. Slow, but aggressive. JC
Swordbearer*	Largely unknown and terrible machine creature of the lamorri grown from strange plant animals or artefacts/machines. Humanoid and extremely fast and strong. Seems to fill some purpose in lamorri re-spawning and/or acts as vessel for lamorri essences. JC
Tree Harvester*	Huge lumbering beasts with smoking guts that ate forests. JC
Tremla Bloodseeker*	A very poisonous assassination creature of Lamorri origin. A winged, spiky cross between a lizard and a snake. Its claws, nail-tongue, spinal spikes and wing spikes are all poisonous. Only found with cleash or ramians. JC
Tremla Cleaner*	Similar to its relative, but its sole purpose seems to be to clean and restore lamorri structures and machinery. JC
Uvarat*	Monkey-shaped relative of the Nurrich with skull-like head and face. Long, nimble fingers and serves as a necessary assistant to the ramian healing chambers (Varrka Chambers). JC
Wailers*	Small humanoid tenders of the empathic network. Capable of wailing sub-sonic sound that can cause injury (and start-stop the network). JC

Dangerous Flora

- Blue Hats*** Fungus found with long stems and broad, blue-streaked hats that grow in small patches throughout the jungles of Jorune. When animals come within 1 metre or so, the fungus gives off a Faint bolt. Any creature which loses consciousness will be smothered by the thousands of small but strong animated roots that emerge from the soil. JC
- Destella*** Rare trees with long spikes that accumulate vast amounts of isho, which they discharge a couple of times per year in their strange life cycle. During a discharge, an entire copse of Destella erupts in violent Desti fire and sterilizes the ground around the trees. Seeds are released shortly after. Why this gruesome purging is needed is a mystery. JC
- Kronach** Extremely complex jungle fungus network found throughout the jungles of Jorune. Although not visible above ground level, the roots of the kronach are often extremely large and connected to other kronach patches, creating vast networks over large areas of jungle. Kronach are somehow capable of sharing real-time information with other parts of the network, enabling sensitive stalks to retract when animals approach, spores to be released in correct time etc. Ramian rocka have found that they can learn to tap into this network with their empathic abilities and use the Kronach as fungal guardians around shirm-eh jungle patches, villages and towns in southern Drail. Kronach have even been transplanted to Sillipus for this purpose. (most other ramian colonies are too cold or too dry for the kronach.) JC
- Linryte*** Jungle vine with poisonous leaves. SC
- Nauma Spores*** Fungus that releases spores onto animals passing by to be carried to new fertile areas. The spores are dangerous to humans, causing nausea and sore, reddish, growth on skin. JC
- Needle Mould*** A flesh-invading plant which powerfully ejects needle spores into animals passing by. If this one and only attack succeeds, the needle spores begin to infect the flesh of its victim. Within 6 hours excruciating pains will begin and the victim will begin losing stamina. In a day or two the mould will have infested the entire body and killed it – ready for new prey. Needle mould colonies often have the rough outlines of its last victim. Needle spores can be cured with botic, Sassa worms and attium limilates. JC
- Needler*** The stem of this tree-shaped plant sprays its prey with long, poisonous barbs when it passes by. The poison acts very fast and the prey often doesn't get far, so getting out of the patch of Needler trees is very hard. The large and long canopy then slowly stretches down to dissolve carcass. The Needler trees provide shelter to some smaller prey animals, while enticing others with sweet aromas, causing irresistible temptation for both herbivores and predators. JC
- Oljata Moss*** A well-known fungus found throughout Jorune's forests. It looks like a comfortable bed of moss, but is in fact a plant colony. Any animals resting on the fungus will get stung by dozens of small suckers which causes paralysis while draining the blood. When the carcass is drained the flesh will be slowly and disgustingly dissolved. JC
- Saamut Flowers*** Beautiful but deadly flowers that stick to creatures that pass by and release a strong acid, causing the creature to hemorrhage and spill its blood on the roots of the Saamut flower colony. JC
- Tengril vines*** Long, thick vines that grow like very tall grass amidst trees of forests. Once prey is within reach the plant will snap at it with several razor-sharp leaf ends. Ten or more snaps can slice prey to bits. The vines will then slowly enwrap the cadaver for a number of days, digesting the remains. JC
- Snap Trap*** Bear trap-like plant found in jungles. Lies on the jungle floor between trees and snaps shut around prey which steps on it. Tries to pierce and immobilise prey with long barbs that are extracted from thick leaves. JC
- Stimmer Vine** Thick, bladed vines resistant to fire. Used by Khodrens much like barbed wire to protect livestock. SC
- Strangleweed*** A.k.a. Killer Grass. A roving type of sea grass or kelp with strangling abilities. The Strangleweed moves with the current, sometimes tossed or "crawls" upon cliffs where it can survive for several days. Whether on land or in the sea, the Strangleweed catches its prey with ambulatory reeds and smothers it in its centre. JC
- Rowah grass** Infamous grass of the Temauntro plains that burns any animals that try to stand or lie too long on it. Very competitive and covers huge oceans of grass. AS
- Riddler*** Large plant trap that lures its prey – often predators - by mimicking copras of different prey animals. The plant looks like a thorn bush, but will snap around prey once it is close enough. Hundreds of long, very hard, thorns secure the prey better than barbed wire while sucker tendrils wrap around prey and begin to empty it of blood. JC

Stick weed* A.k.a. Kach-li (Rorch-ko: Retarder). Common grey-green seaweed along the coasts of Voligire, Lundere and Dobre. Will stick to anything passing by, sucking blood if not removed within 1 hour (special solvents needed). Legends speak of great trunks of stickweed in deep waters capable of holding entire ships. JC