

The Flora and Fauna of Matania

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Chapter 1

Beasts

1.1 A

1.1.1 Agouti

Place of Origin: Everain

Found In: Everain, Lesser Everain

Behaviour: Passive

Rarity: Middling

Found During:

Small, friendly rodents found across Everain.

1.1.2 Alligator

Place of Origin: Akasia

Found In: Tropical and temperate swamps globally

Behaviour: Passive

Rarity: Average

Found During: 1E to Present

Alligators are some of the oldest creatures of Matania, presumed to be from even the first era; alligators have secured themselves a place across almost all tropical swamps across the realm. Their scales and large stature have made them a target in some cultures, hunted both for sport and materials, and due to Everanian and Kruhkirian hunting practices are less common north of Fort Everain. The surge in goblin numbers and the subsequent increase of their influence seems to have eased pressure on the alligator population on the south side of the fort, however.

1.1.3 Anchovy

Place of Origin: Tropical Oceans

Found In: Tropical Oceans, Coral Reefs

Behaviour: Passive

Rarity: Very Common

Found During:

Anchovies are a staple in many coastal communities for their distinct, salty flavour. Their size can make them tricky to catch without a net, but that makes them all the more special when caught.

1.1.4 Aphids

Place of Origin: Tiastreth

Found In: Globally

Behaviour: Passive (Domesticated)

Rarity: Common

Found During:

Found in many Sohog settlements, aphids are a large farm animal, mostly used for the harvesting of honeycomb. This is to provide a stable food source to Archant Queens and high-class Mozzeraï. You'll know you're in Sohog lands when you spot aphid ranches.

1.1.5 Archants

Place Of Origin: Tiastreth

Found In: Globally

Queens

Behaviour: Sapient

Rarity: Common

The all-female ruling class of the Archant race, Archant Queens are stronger than even their warrior-class in one-on-one combat. They are natural leaders and have a very alluring appearance to attract as many Drones as possible to themselves. Archant Queens have the highest sex-drive of any sapient creature within Matania, and the fastest gestation period, laying eggs only a few days after mating and producing Royal Jelly within the following days of laying the first eggs. Queens were formerly Workers in their lives, though as most workers are slain as puberty sets in, Queens are a somewhat rare sight; Sohog society can be very, very bloody at times. Archant genetics are completely unaffected by inbreeding, and an Archant Queen can lay up to hundreds of eggs after one mating session, meaning one Queen and one Drone can create a kingdom for themselves within months of escaping a nest together. These benefits of specialisation do not come without issue however; a morphology prioritising sexual selection results in vulnerabilities with their chitinous armour. Diet is also an issue for the Queen, as despite the benefits of their cold-blooded metabolism, their bodies are entirely nectivorous and will not accept any other food. A worker turning into a Queen is most apparent when their entire digestive systems begin to change around puberty, which can cause great gastro-intestinal distress throughout its duration.

Drones

Behaviour: Sapient

Rarity: Very Common

The all-male warrior-class of the Archant race, Archant Drones are fierce and cunning. When chemically bound with a Queen, any hit to their Queen will send a Drone into a concentrated frenzy. They have a high endurance for a cold-blooded creature and can withstand longer periods without food or water compared to their fellow Archants, and have a subdued sense of pain. Drones are often regarded as fickle and weak to temptation, at times causing them to abandon their charge and flock to a new Queen if they find her more attractive. These creatures are omnivorous and have been integral to Sohog society since the founding of New Tiastreth.

Workers**Behaviour:** Child-like Sapience**Rarity:** Extremely Common

The worker class of the Archant race, Archant workers have few strengths over their adult forms. In spite of this, workers are the complete backbone of Archant society. Worker life can be gruelling but it can also be filled with the child-like joy that their outlook on the world has; if workers are provided ample playtime, they are generally happy. The Archant childhood is possibly one of the longest across the sapient species of Matania, larvae taking up to a few months to develop into a worker, and workers generally not hitting puberty until about their mid-20s. Workers, being children covered in chitin, are an incredibly androgynous race - differentiation of sex is impossible until puberty is reached and dimorphism starts to arise. Archants start life omnivorous, and the workers' dietary needs are the most immediately obvious change to occur around puberty.

1.1.6 Armoured Cave Spider

Place of Origin: Tiastreth

Found In: Caves

Behaviour: Hostile

Rarity: Middling

Found During:

It is not known how or why Armoured Cave Spiders were brought over from Tiastreth following the Great Tiastrethan Collapse. All that can be surmised from the speculation is that worshippers of the Grand Stag wished to preserve the Tiastrethan ecosystem during the voyages to Checcele. These are venomous spiders, incredibly dexterous and dangerous. They are hyper-carnivorous and one of two social spider species found in Matania. Their potent venom will predigest whoever the venom it afflicts, leading the spiders to engage in hit-and-run tactics with their attacks. Beware the caves of Matania.

1.1.7 Auroch

Place of Origin: The Cradle, Kiria

Found In: Globally

Behaviour: Passive (Domesticated)

Rarity: Incredibly Common

Found During:

One of the first species domesticated by mankind, the Auroch is a great beast of burden. Although not as common as other working creatures since the expansion of the Bronze Road - mostly being replaced by the Rhino Beetle - the Auroch still has an important place in some of the more temperate and frigid areas of the world due to their warm-bloodedness. This has not completely phased out the use of the Auroch in tropical areas however, as they are still a superior choice for providing milk, meat and ploughing farmland, on top of their uses in industry. It is safe to say that where you will find a settled people, you will find Aurochs.

1.1.8 Axolotl

Place of Origin: The Horn, Akasia

Found In: Tropical and Subtropical Freshwater

Behaviour: Passive

Rarity: Somewhat Rare

Found During:

These little critters are far from home in their present range within Akasia, originating from nearly the other side of the planet. Axolotls found their way into Kiria and Checcela from the invading Kruhnian Empire. Many Raki, in particular those native to The Horn, found Axolotls to be a very cute animal, taking to keeping them as pets. Naturally, as the invading empire entered Kruhkiria, escaped axolotls found their way into the wild, and began to dominate a niche in the ecosystem that was nearly untouched by native life. Are they invasive? Technically, but they're cute enough to get away with it.

1.2 B

1.2.1 Banshee

Place of Origin: Souls

Found In: Globally

Behaviour: Hostile

Rarity: Rare

Found During:

When a particularly greedy and possessive person dies, a banshee may be created from their soul. A banshee is a legless, floating spirit hell bent on one thing; collecting as many puppets possible. A banshee will lurk the night and the shadows, screaming victims into a sleep-paralysis-like state where it then rips the soul of the victim from their body, binding it to an object and puppeteering the now soulless body to serve the banshees' will. Beware the night, travellers.

1.2.2 Banteng

Place of Origin: Everain, Kiria

Found In: Northern Kiria, Lesser Everain

Behaviour: Neutral

Rarity: Middling

Found During:

Bovines of the rainforest, the banteng is a typically wild species of ruminant, in comparison to their domesticated cousins in the Auroch, however they too are increasingly subject to the process of domestication. Growing demands for more intensive work in the communities are bringing the banteng into the fields and the towns as beasts of burden.

1.2.3 Bison

Place of Origin: Kiria

Found In: Steppes, Grasslands, Savannahs

Behaviour: Passive

Rarity: Common

Found During:

Wild bison are a very common creature to spot across Kiria and parts of Chec-cela, roaming the grasslands. These creatures travel in colossal groups, and are one of the many sights of awe endemic to the steppes. The bison has cemented itself as a moving natural wonder to many nomadic peoples, their migrations across Northern Kiria being regarded as a sacred event to some Equinian and Gandaran cultures. Their meat is also considered a prized possession, but overhunting in these regions of the world will swiftly earn you the death penalty.

1.2.4 Black Cave Scorpion

Place of Origin: The Barrier, Tiastreth

Found In: Deserts, Caves

Behaviour: Hostile

Rarity: Middling

Found During:

The Black Cave Scorpion is a rather large opportunistic hunter. With thick chitin and a potent, paralysing venom, the scorpion employs hit and run tactics, attacking its prey to inject it with its venom before fleeing and returning later to feed.

1.2.5 Black Troll (Troggle)

Place of Origin: Checcela

Found In: Usually Underground

Behaviour: Hostile

Rarity: Rare

Found During:

These fabled creatures often dwell beneath the surface, most of them lost, confused and hostile. Trolls all suffer the troll curse and were once formerly goblins, their sapience wasted away and their bodies reaching horrendously large sizes and strength[, the troll suffers in silence - Ask Ty about this bit]. So few sightings of the black trolls are reported because so few survive an encounter with said creatures, these are best avoided. They have earned the name 'Troggle' due to their nasty habit of being lost underground, causing the blackness in their skin as the pigments darken due to a lack of sunlight. Beware the caves of Matania

1.2.6 Blind Cavefish

Place of Origin: Wet Depths

Found In: Wet Depths

Behaviour: Passive

Rarity: Middling

Found During:

This fish has evolved in an ecosystem so dark it has lost its need for eyesight. Despite this, it's still good eating.

1.2.7 Blind Crayfish

Place of Origin: Wet Depths

Found In: Wet Depths

Behaviour: Passive

Rarity: Middling

Found During:

This crayfish has evolved in an ecosystem so dark it has lost its need for eyesight. Despite this, it's still good eating.

1.2.8 Blue Crab

Place of Origin: Paradise Bay, Checcela

Found In: Paradise Bay, Everainian Reefs

Behaviour: Passive

Rarity: Passive

Found During:

The creature many Eastern Everanians and Lesser Everanians chose to represent themselves, blue crabs are small, but have a mean pinch. Their meat is considered a delicacy, but in some tribes that have chosen the blue crab as an emblematic animal the killing of these creatures is considered disrespectful and, in some areas, criminal. Be careful of the Everanians in your party before you boil these ones, try not to annoy any champions.

1.3 C

1.3.1 Caiman

Place of Origin: Akasia

Found In: Tropical and Subtropical Swamps

Behaviour: Passive

Rarity: Rare

Found During:

Another animal that has made its way from Akasia due to invaders from Akasia finding these animals cute, the Caiman is a distant ancestor of the Ketsel. Ketsel believe that eating these creatures is evil in most cases, try to avoid eating them if a Ketsel is in your party.

1.3.2 Capybara

Place of Origin: Everain

Found In: Everain, Lesser Everain

Behaviour: Passive

Rarity: Middling

Found During:

Capybaras are chill. Hunting them is mean, but sometimes necessary if you are starving. Capybaras are friendly with almost everything, these giant rodents are known to chill out around anything from leopards to dragons. There are stories of dragons making friends with capybaras, visiting them frequently and letting each other's young play together.

1.3.3 Cassowary

Place of Origin: Blackdirt Isles

Found In: Blackdirt, Everain, Lesser Everain

Behaviour: Neutral

Rarity: Middling

Found During:

Cassowaries are a flightless bird that are not to be underestimated. Cassowaries can provide many useful materials, from feathers to large eggs and poultry, however, they are a dangerous hunt. They will stand and fight for their young, and strike hard, fast and without mercy.

1.3.4 Cattle

Place of Origin: The Cradle, Kiria

Found In: Globally

Behaviour: Passive (Domesticated)

Rarity: Extremely Common

Found During:

Cattle are found across all civilizations across Matania, the bulls will often substitute for aurochs, and the cows will be kept for their milk, often curdled into cheese, especially in places like Albion and Svoguard.

1.3.5 Cave Spider

Place of Origin: Tiastreth

Found In: Caves

Behaviour: Hostile

Rarity: Somewhat Common

Found During:

The unarmoured cousin of the armoured cave spider, these spiders still pack a potent venom and travel in packs when underground. They often use hit-and-run tactics, just as their armoured cousins. Beware the caves of Matania.

1.3.6 Chicken

Place of Origin: Everain, Kiria

Found In: Globally

Behaviour: Passive (Domesticated)

Rarity: Extremely Common

Found During:

The domesticated variant of the jungle fowl, another staple farm animal of the humans. Prized for their eggs and their delicious meat, a comfortable chicken can provide a rations worth of eggs every other day, these birds have more meat than their undomesticated ancestors.

1.3.7 Clam

Place of Origin:

Found In: Coast

Behaviour: Passive

Rarity: Common

Found During:

Good for meat, these filter feeders sometimes will have a pearl within them, which can be pulled out delicately and sold for a large price.

1.3.8 Coconut Crab

Place of Origin: Blackdirt Isles

Found In: Blackdirt Isles, Paradise Bay, Lesser Everain

Behaviour: Passive

Rarity: Rare

Found During:

Generally found on the Blackdirt Isles and surrounding archipelago, the coconut crab is a large crab that provides lots of tasty, tasty meat.

1.3.9 Compy

Place of Origin: Akasia

Found In: Akasia

Behaviour: Passive **Rarity:** Very Rare (in Checcela)

Found During:

Compys have found their way to Checcela through displaced Raki populations, compys are pack hunting carnivorous avians, kept by Raki for eggs and pest control, however, compy's have not been very successful compared to cats and foxes in Kiria and Lesser Everain, restricting compys strictly to Raki populations. They are however, also kept as lap animals.

1.3.10 Concubus

Place of Origin: Souls

Found In: Globally

Behaviour: Hostile

Rarity: Rare

Found During:

A concubus is the weakest in combat of all spirits. It relies entirely on its mimicry and charm to win over the living, before entrapping them to do its bidding. The entrapped will go about their daily lives, not knowing they are entrapped. If a concubus is detected, it will immediately call all of its subjects to kill whoever has detected it. Concubi have the peculiar ability to seem not like a spirit, but rather a living, breathing person. A concubus slowly feeds on the magic of others. This spirit comes from people who had a lust or something in their life that consumed them, be it a lust for power, money or sex.

1.3.11 Crawler Ghoul

Place of Origin: Unknown

Found In: Global

Behaviour: Hostile

Rarity: Common

Found During:

This ghoul seems to have had its legs ripped or cut off... Watch your feet!

1.3.12 Crayfish

Place of Origin: Freshwater

Found In: Freshwater

Behaviour: Passive

Rarity: Extremely Common

Found During:

Freshwater crayfish, a good source of food from the tallest mountain springs to the deepest underground pools, you will find a crayfish of some kind.

1.3.13 Crowloq

Place of Origin: Tiastreth

Found In: Global

Behaviour: Sapient

Rarity: Common

Found During:

Centauroid detritivores, with 6 legs, 2 pincers and 2 crane-like arms, these walking tanks are a force to be reckoned with. Their strengths do not come without their weaknesses, however, as these creatures are amphibious, needing to keep their gills wet to remain on dry land, causing them to avoid particularly arid climates. The Crowloq are also known for their symbiotic relationship with the Marai, feasting on the leftovers of their hunts. Crowloq peak in their middle ages, as opposed to every other sapient species in Matania that peaks in their young adolescent years, and generally live an impressively long 200 years on average. Crowloqs usually being covered in thick layers of chitin have also developed attraction based on personality above all else, causing Crowloqs to quite often end up having significant others of all races, sexes and genders. When a Crowloq sheds their shell, they can remain shell-less for up to six months.

1.4 D

1.4.1 Deity Squid

Place of Origin:

Found In: Deep Oceans

Behaviour: Erratic

Rarity: Extremely Rare

Found During:

Deity squid are only sighted in deeper parts of the ocean, believed to only have an opinion based on the Grand Stag's opinion of an individual, these ginormous squids have been known to drag entire ships with their crews to a watery grave with ease.

1.4.2 Desert Hare

Place of Origin: Crook Desert, Checcela

Found In: Crook Desert

Behaviour: Passive

Rarity: Middling

Found During:

The Checcelan Desert Hare, in Checcela, obviously, just know as the Desert Hare, seems to be related to Grassland Hare's of the Crookish steppes. They differ in coat and build, the Desert Hare having larger ears and a thinner build, its coat being more dusty in appearance over dry grassy. The meat on a Desert Hare is not as good as it's Northern cousin, but suffice to say it's still delicious.

1.4.3 Desert Lyndwyrn

Place of Origin: Crook Desert

Found In: Crook Desert Sands

Behaviour: Hostile

Rarity: Extremely Rare

Found During:

Similarly, this is known as the Checcelan Desert Lyndwyrn to others, but in Checcela is referred to as the Desert Lyndwyrn, these dragons may be flightless, but they still will cook you in their fire, if they don't swallow you whole first. They often cause major disruptions in the sandy banks they reside in, meaning they can be avoided if you have the right local knowledge. If a Desert Lyndwyrn spots you, and there is no solid ground for you to get to, consider yourself toast, as the tremor sense on these giant monsters is second to none.

1.4.4 Desert Quail

Place of Origin: Unknown

Found In: Deserts globally

Behaviour: Passive

Rarity: Middling

Found During:

It's unknown where Desert Quails come from for no reason other than they seem to be present in every hot desert on Matania's surface, even spotted in places like the Barrier in Tiastreth. Either way, finding one should mean dinner.

1.4.5 Desert Tarantula

Place of Origin: The Barrier, Tiastreth

Found In: Deserts, Shallow caves

Behaviour: Neutral

Rarity: Uncommon

Found During:

Somewhat docile creatures, tarantulas will not attack unless they are hungry or attacked first. Generally, their tactic is to pierce with their sharp hairs, irritating or impaling the target depending on size, before making its getaway or devouring prey.

1.4.6 Dhole

Place of Origin: Everain

Found In: Everain, Lesser Everain

Behaviour: Hostile

Rarity: Middling

Found During:

Also known as the 'Everanian Wild Dog' these somewhat small creatures have earned their reputation amongst some of Everain's deadliest. The dhole is a social creature, working together in well organized packs, choosing to play tug of war on their victims, ripping them to shreds in combat.

1.4.7 Dog

Place of Origin: Kiria

Found In: Global

Behaviour: Passive (Domesticated)

Rarity: Extremely Common

Found During:

Man's best friend. The original, first domesticated animal of mankind. Where there are humans, there are most likely dogs. These are highly trainable, intelligent descendants of wolves that have evolved alongside humans for a beautiful, lifelong friendship. From helping in the hunt, to being pampered, our best friends will do anything for us.

1.4.8 Dragon

Place of Origin: Elatian Isles

Found In: Coastal Regions

Behaviour: Hostile

Rarity: Extremely Rare

Found During:

A quick peek at more than one dragon would have you realizing that just calling them a dragon is an unfair label. These dragons are varied, from the Azurite Dragons, to feathered dragons. One thing Dragonologists have been able to determine is that (true) dragons come in two forms: common and uncommon. Common dragons include the Azurite Dragon, Malachite Dragon and Hematite Dragon, as these are just colorations and aging, Azurite being the youngest, the final form of these dragons being the Pyrite Dragon, the most formidable of the common dragons. The uncommon dragons, however, are all different subspecies from which more is different than just colorations, and these differences can be spotted in the dragon's former state, the wyrmling stage. These dragons are as such: Feathered Dragon, Black Dragon, Amethyst Dragon, Albino Dragon, and there are even reports in Tiastreth of two dragons yet to be sighted elsewhere: The Spore Dragon and the Skeletal Dragon.

1.4.9 Dream Eater

Place of Origin: Souls

Found In: Everywhere

Behaviour: Parasitic

Rarity: Rare

Found During:

Coming from the souls of the slothful and lazy, a dream eater is more deadly the younger it is as dream eaters are only ever dangerous when they overfeed. Dreameaters of all ages, however, are incredibly flimsy and cannot put up a fight. If a dreameater attacks in the night, whoever was targeted in the night will wake up with less magic than they went to sleep with. A young one may overfeed, causing soul sickness and in extreme cases, huskification. An experienced magician may recognise a dream eater's presence if they have been targeted, the only other symptom is vivid nightmares. If you catch a dreameater, strike quick, as, like wraiths, dreameaters can shadowleap. Unlike wraiths, however, dreameaters can choose to do this both slowly and quietly. A skilled dreameater may go months or weeks without being noticed, and generally pass from group to group as the wider the population of its victim group, the less likely it is to be spotted. A dreameaters power is insufficient for a corporeal form, and much like regular spirits, they are completely invisible. There are three ways to deal with a dreameater: starvation (1-2 days without sleeping), passing it on to a more enticing group, or to simply kill it outright.

1.4.10 Duck

Place of Origin: Kiria

Found In: Freshwater Bodies

Behaviour: Passive

Rarity: Common

Found During:

They quack, they fly, they are very cute but they taste good.

1.4.11 Dune Scorpion

Place of Origin: Tiaastreth

Found In: Crook Desert

Behaviour: Hostile

Rarity: Rare

Found During:

A rather small scorpion compared to others, the dune scorpion is an ambush predator, choosing to strike only if a target approaches. Their venom is less than potent, providing medicinal qualities when refined correctly.

1.4.12 Dwarf Lyndwyrms

Place of Origin: The Depths

Found In: Silty or Sandy Caves

Behaviour: Hostile

Rarity: Extremely Rare

Found During:

Another tremor sense terror, these lyndwyrms are the scourge of the silt or sand layers of caves, with their next-level tremor sense, these lyndwyrms are the easiest form of dragon to defeat due to them being the smallest dragon. However, these creatures are still dragons, do not let their diminutive size lower your guard. Beware the caves of Matania.

1.5 E

1.5.1 Edible Sea Urchin

Place of Origin: Tropical Coasts

Found In: Tropical Coasts, Reefs

Behaviour: Passive

Rarity: Uncommon

Found During:

Tasty if prepared with skill, skills you most likely do not have.

1.5.2 Edible Snails

Place of Origin: Tropical Coasts

Found In: Tropical and Temperate Coasts, Reefs

Behaviour: Passive

Rarity: Uncommon

Found During:

Tasty if prepared with skill, skills you most likely do not have.

1.5.3 Everanian Cave Pangolin

Place of Origin: Everain

Found In: Everainian Underground

Behaviour: Hostile

Rarity: Extremely Rare

Found During:

A fabled creature in even Everain, these rare creatures have sparse sightings because so few survive an encounter with them. Opportunistic and smart, these pangolins dwell in the caves of Everain, picking off people split from their parties, or lone travellers. Their mouths are too small to fit most mouthfuls, this is where the large claws of these creatures come in. A pangolin will often attach itself to roots or ledges of rocks, waiting for someone to get close, before landing on and attempting to shred their victim to pieces. Beware the caves of Matania.

1.5.4 Everanian Clam

Place of Origin: Everain Waters

Found In: Coastlines, rivers, lakes

Behaviour: Passive

Rarity: Common

Found During:

Tasty, tasty clams. Often caught and opened for the off chance of a pearl being inside. Many Everanians wear pearl necklaces and earrings.

1.5.5 Everanian Constrictor

Place of Origin: Everain

Found In: Everain, Lesser Everain

Behaviour: Opportunistic Hunter

Rarity: Middling

Found During:

Everanian constrictors are large snakes that are known to occasionally catch the lone hunter by surprise. Without a way of defending themselves, this can and historically has been the death of many a hunter. Try not to add to that statistic

1.5.6 Everanian Dart Frog

Place of Origin: Everain

Found In: Everain, Gandara

Behaviour: Passive

Rarity: Rare

Found During:

Surprisingly, although the name, the Everanian Dart frog has had massive success in the wetlands of Gandara, through a government programme to introduce and protect them, due to their poisonous secretions on their skin, the Dart Frog's are used to poison the tips of arrows, blowguns and various other pointy objects, with the poison causing horrible seizures and paralysis of the lungs, it is a favoured choice among assassins and archers alike, however, if it can be identified, some Everanian witch doctors and shamans have a remedy cure, however, this information has not spread far as these communities are deep into the jungle and far from the Bronze Road. If some of the frog's secretions are to enter your body, you are as good as dead.

1.5.7 Everanian Elephant

Place of Origin: Everain

Found In: Everain

Behaviour: Neutral

Rarity: Uncommon

Found During:

One of the smallest elephant species currently walking Matania, the Everanian Elephant, like all elephants, has a substantial amount of intelligence, even being known to worship the moons. This behaviour has caused some Everanian tribes to not only join in in worshipping both the moons and the Grand Stag (with attempts to get elephants to also worship the Stag), to a deep, long running belief in Middle Everain that elephants are not only also a sapient species, like Raki, Sohog and humans, but there are known attempts to get these elephants to cast spells. The most worrying part about this is how successful experiments ended up being. Luckily, the timid nature of these elephants stopped them from being usable in warfare, but it hasn't stopped them from becoming a key part to Midland Everanian life.

1.5.8 Everanian Singing Dog

Place of Origin: Everain Savannah

Found In: Everain Savannah

Behaviour: Neutral

Rarity: Common

Found During:

It's rare you will run into these dogs so far from home, but sometimes they bond with people, and sometimes those people travel. Where these people go, the dogs will follow.

1.5.9 Everanian Tiger

Place of Origin: Everain

Found In: Everain

Behaviour: Neutral

Rarity: Uncommon

Found During:

Everanian Tigers are a keystone species and an apex predator. The pelt has often been worn by Everanian chiefs and kings, however, with the Kruhkirian presence in the area, certain high-ranking military officers have begun wearing them as a sign of supremacy over the locals. These contests measuring supremacy between one man and another forgets the true victim and thus, the Everanian tiger has been hunted to a point where they are much less common in the wild.

1.6 F

1.6.1 Ferret

Place of Origin: Kiria

Found In: Kiria

Behaviour: Passive

Rarity: Uncommon

Found During:

Found from the Southern reaches of Albion and Svoguard, to the Gibbet Isle - the Northernmost point of Kiria, Ferrets have cemented themselves as a key part of the mammalian ecosystem. Humans and Goblins alike have kept these cute polecats as pets since records began, as well as using them for hunting. Those that escaped captivity had varying success in the wild, but on occasion, you should be able to find some in Lesser Everain and Crook's Landing, too.

1.6.2 Flying Squid

Place of Origin: Unknown

Found In: Global Coastlines

Behaviour: Passive

Rarity: Uncommon

Found During:

Flying squids have been puzzling fishers across Matania for years, they are a tasty meal, but for a few months across the realm, they swim Eastwards, to somewhere unknown before returning. It's presumed to be one of the many island chains North of Checcela, but the exact location of the flying squid mating grounds is still a complete mystery to everyone, and has been leaving people scratching their heads since their discovery.

1.6.3 Forest Buffalo

Place of Origin: Everain

Found In: Everain

Behaviour: Passive

Rarity: Common

Found During:

The mighty forest buffalo, a common food source for many tribes, but beware those horns, they may strike you down should you corner them.

1.6.4 Forest Spider

Place of Origin: Tiastreth

Found In: New Tiastreth, Checcele

Behaviour: Hostile

Rarity: Rare

Found During:

These giant creatures are typically seen hunting larger prey with their ability to leap and extreme agility, however, if they spot you, they certainly won't pass up the opportunity to feast.

1.6.5 Fresh Ghoul

Place of Origin: Unknown

Found In: Global

Behaviour: Hostile

Rarity: Rare

Found During:

Fresh ghouls are the first sign that a ghoulish outbreak is recent. Fresh ghouls are ghouls who have succumbed to the illness before rigor mortis has set in throughout the body, resulting in an ability to run, dive and lunge at their next victim. Fresh ghouls are often the reason many ghoulish infections can spread so quickly, as when the ghoulish infection is in the early stages of taking over the body, many ghouls still are able to speak, use doors and the most intelligent among them being able to remember basic tool usage.

1.6.6 Freshwater Crab

Place of Origin: Everain

Found In: Freshwater

Behaviour: Passive

Rarity: Common

Found During:

A staple food for many communities, freshwater crabs are often found in rice-growing communities within and around Everain, as they are incredibly good at keeping pests away. The added bonus is that these are equally as delicious, resulting in many steamed crab rice bowls.

1.6.7 Freshwater Mussel

Place of Origin: Unknown

Found In: Freshwater

Behaviour: Passive

Rarity: Middling

Found During:

It's unknown where they originate, it seems most cultures across Matania seem to be familiar with these filter feeders.

1.6.8 Frilled Lizard

Place of Origin: Nekkian Desert, Akasia

Found In: Deserts

Behaviour: Passive

Rarity: Rare

Found During:

Seemingly brought over by refugees fleeing the Kruhnian Empire, these seem to be progenitors of the Sahal. It is unknown if these were once pets or pests, but Sahal within Checcela don't seem to be fond of people eating them, regardless.

1.6.9 Frog

Place of Origin: -

Found In: -

Behaviour: -

Rarity: -

Found During:

this should probably be elaborated on cos there's like, more than one frog, man

1.6.10 Frogjaw Pterosaur

Place of Origin: Akasia

Found In: Akasia

Behaviour: Passive

Rarity: Extremely Rare (In Checcela)

Found During:

Crepuscular insectivores, the Frogjaw is kept mostly as a pet amongst Raki nobles. With a short tail and long wings, the Frogjaw is an incredibly swift and agile pterosaur in flight, able to change direction in rapid speeds mid air. You'd be a fool to eat it over selling it to a Kruhkirian for a high price.

1.7 G

1.7.1 Gazelle

Place of Origin: Crookish Grasslands, Checcela

Found In: Crookish Grasslands

Behaviour: Passive

Rarity: Middling

Found During:

One of many grassland mammals roaming the nearly untouched lands of the Crookish Steppe. The local goblin population in these lands seem to be looking after the environment better than the previous human inhabitants did, presumably.

1.7.2 Geckglow

Place of Origin: Unknown

Found In: Globally

Behaviour: Passive

Rarity: Very Common

Found During:

These tiny winged geckos have sacs on the end of their tails that glow in the dark! Anglerfish style, they hunt using light to attract prey that they catch with their tongue. Sadly for them, these bulbs have very good medicinal properties.

1.7.3 Ghoul

Place of Origin: Unknown

Found In: Globally

Behaviour: Hostile

Rarity: Very Common

Found During:

These rancid creatures are the rotting bodies of what was once a person. The soul remains intact, but hostage in its own body, as it is no longer in control of itself. Beware, their disease can spread, a single bite is all it takes, and the survival rates after contamination are borderline impossible. Ghouls rely on horde tactics, attempting to grab and bite their victim, when in large enough numbers, ghouls will attempt to drag you down to get a bite in. A frustrated ghoul may attempt to scratch if it can't close the distance, something that should get immediate medical attention after combat is over, but is much less fatal than a bite. The smartest of them may be speaking what remaining basic fundamentals of their language they can remember, but they will not be able to hold a conversation with you.

1.7.4 Giant Catfish

Place of Origin: Freshwater

Found In: Freshwater

Behaviour: Passive

Rarity: Rare

Found During:

A prized catch, these giant fish should be able to feed any fisherman for a few days with the large amount of meat on their body.

1.7.5 Giant Centipede

Place of Origin: Tiastreth

Found In: New Tiastreth

Behaviour: Hostile

Rarity: Rare

Found During:

The egotistical, hyper-carnivorous apex predator of New Tiastreth, once introduced into Checcele, this creature alone was responsible for multiple extinct species. Earning its name due to sheer size, these giant creatures have been reported single handedly taking down wounded armies, black trolls and even dragons. It is not unheard of for witnesses, (within safe distance, of course), to lay low and make bets on these beasts getting into brave fights.

1.7.6 Giant Forest Spider

Place of Origin: Tiastreth

Found In: New Tiastreth

Behaviour: Erratic

Rarity: Extremely Rare

Found During:

These nocturnal hunters generally don't seem to care about sapients, as the meal could be too small, but they may hunt you down if there's more than one of you. Sadly, to the traveller, the giant forest spider is able to spin webs, making it impossible to tell whether a forest is dominated by a social spider nest or a giant forest spider. If you get entangled, it's a sure-fire way to find out which it is. Ancient Sohog attempted and failed to domesticate this species, as their behaviour was far too erratic.

1.7.7 Giant Mud Crab

Place of Origin: The Motherland, Akasia

Found In: Coasts, Reefs, Mudflats

Behaviour: Passive

Rarity: Common

Found During:

One of the few crab species originating from Akasia, these large crabs are native to the mudflats and swamps of The Motherland, seemingly introduced during the Kruhnian invasion of Akasia, or possibly through trade with the Sohog in Haven, it's not too clear how they made their way to Checcela, but it seems that despite the name, they have done well in seemingly all of the tropical coasts of Checcela.

1.7.8 Giant Red Octopus

Place of Origin: Tropical Coasts

Found In: Tropical Coasts

Behaviour: Passive

Rarity: Passive

Found During:

These large octopi will provide many rations of meat, if you can bring yourself to kill such an intelligent creature.

1.7.9 Giant Sky Turtle

Place of Origin: Extraterrestrial

Found In: Orbit

Behaviour: Passive

Rarity: Rare

Found During:

These large creatures can sometimes fill a good portion of the sky with their presence. They appear to another realm on their back, leading to a popular theory that Matania is in fact on the back of one of these turtles. There are a few theories regarding the Giant Sky Turtle's presence, either it is a god, or it has children in this realm, the most pitched idea for this being the Living Isles further East of the Blackdirt Isles. The main thing for certain is, it means no harm. Worshippers of The Grand Stag believe it to be female, and for her presence to be a sign of good luck.

1.7.10 Giant Tiger Prawn

Place of Origin: Tropical Coastline

Found In: Tropical Coasts

Behaviour: Passive

Rarity: Rare

Found During:

It is not known why the Giant Tiger Prawn avoids the reefs when it lives so close to so many, but it's their loss.

1.7.11 Giant Armadillo

Place of Origin: Everain

Found In: Everain, Lesser Everain

Behaviour: Passive

Rarity: Common

Found During:

Often hunted for their shells, a caught armadillo is often turned into soup in it's own shell by the natives. It's an acquired taste.

1.7.12 Gigarai

Place of Origin: Tiastreth

Found In: Global

Behaviour: Between Sapient and Domesticated

Rarity: Very Common

Found During:

These large creatures are considered part of the ??, being capable of basic language, and easily being 'taught tricks', these are the not-so-distant cousins of the Marai. These are the beasts of burden, and beasts of war in many Crowloq-Marai communities. They seemed to have coexisted for so long with Crowloq and Marai that a relationship between a Gigarai with a Crowloq or a Marai is akin to that of a human and a dog, with mutual love, respect and friendship.

1.7.13 Goat

Place of Origin: Kiria

Found In: Global

Behaviour: Passive, Domesticated

Rarity: Common

Found During:

The domestic goat, a staple in all mountain-dwelling human cultures, eventually this animal was brought to surface dwelling human communities, where it then spread up and down the Bronze Road and around the world, these goats are raised for their milk, meat, horns and Kashmir.

1.7.14 Goblin

Place of Origin: Checcela

Found In: Global

Behaviour: Sapient

Rarity: Very Common

Found During:

Naturally playful, the Goblin is the only species native to Checcela. Goblins had a continent to themselves for the longest time with plenty of abundance. Somehow, a deeply woven cultural trait for all goblin communities across Mataria, it seems, is a lack of understanding for the concept of property. This lack of understanding did not gel well with most hunter-gatherer humans when these two species met for the first time, resulting in either inter-tribal warfare, or mingling, depending on the tribes. On top of this, when Sohog refugees arrived sometime in the second era, the idea of property has developed a lot further than either the humans or the goblins of the time understood, and while the humans were accepted, the goblins were not, due to the human understanding of personal property. This slowly led to attacks on goblins, which slowly led to goblins defending themselves, which has led to goblins attacking or fleeing at first sight of other sapient species. Goblins have the ability to photosynthesise, and although it cannot supplement all of their diet, it gives them a distinct green colour. During the mating season, goblins become highly competitive and sprout horns on their heads, frequently play-fighting and falling in love with anyone who is good competition over who is best looking, although this is still a factor.

1.7.15 Grassland Hare

Place of Origin: Crookish Grasslands, Checcela

Found In: Crookish Grasslands

Behaviour: Passive

Rarity: Middling

Found During:

Grassland Hares roam the steppes, savannahs and grasslands of Crooks Land-
ing, and are considered a delicacy in both local human and goblin cultures.

1.7.16 Green Troll

Place of Origin: Checcela

Found In: Global

Behaviour: Hostile

Rarity: Rare

Found During:

A large goblin, most have lost their sapience. Their bodies are large and hold an impressive muscle mass and density, an insatiable hunger and a bloodlust. As their size and athleticism only ever-increases, your likelihood of escaping one decreases, as they never stop growing. They will only get faster, stronger and less intelligent.

1.7.17 Grizzly Bear

Place of Origin: Kiria

Found In: Kiria, Troll Country

Behaviour: Neutral

Rarity: Extremely Rare

Found During:

A giant of a bear, the Grizzly is the fiercest bear Kiria has to offer, standing at 9ft tall, the Grizzly is a symbolic creature to many Albions and Svoguardians, however, their natural range also covers the alpine highlands of the Hammerhead mountains, giving them range across to parts of Kruhkiria, where the fierce fighting abilities of these creatures has been seen as competition, placing them in captivity and in many Kruhkirian arenas. As Kruhkirian culture has spread Eastward due to the goblin threat, so too, has the range of the poor arena's Grizzly Bear population.

1.8 H

1.8.1 Hamster

Place of Origin: Kiria

Found In: Kiria

Behaviour: Passive

Rarity: Common

Found During:

Common pets, hamsters were domesticated somewhere in the Cradle before records began, as the Bronze Road came through the Cradle, Hamsters spread around the world as pets as rapidly as bronze did. Following the economic crisis, however, they became just as popular as a meal

1.8.2 Haunt

Place of Origin: Souls

Found In: Global

Behaviour: Neutral

Rarity: Extremely Rare

Found During:

When a recluse dies, sometimes a Haunt is born from their soul. Many have heard of a haunted place, very few know of the existence of Haunts, the source of the haunting. Entering the domain of a haunt, it will at first attempt to remove you from the premises. These incredibly powerful entities only wish to be left alone, if you insist on your presence in their space, they will become hostile. They will most likely try to turn you to the entrance of wherever they dwell, before attempting to scare you. If you still refuse to leave, they will attack you. It is ill advised to fight a haunt.

1.8.3 Hippo

Place of Origin: Crookish Savannah, Checcela

Found In: Crooks Landing, New Tiastreth

Behaviour: Neutral

Rarity: Common

Found During:

One of the few creatures to survive the arrival of the Sohog in Checcela, the hippo can be found in and around all watering holes from the desert to the savannahs and grasslands of Crooks Landing and New Tiastreth. Don't get too close, and do not approach their young, they will attack and they are not to be messed with.

1.8.4 Hive Spider

Place of Origin: Tiastreth

Found In: New Tiastreth, Underground

Hive Spider Queen

Behaviour: Hostile

Rarity: Rare

Found During:

A Queen is the strongest in one-on-one combat of all the Hive Spiders, although she has her strength, she is still likely the only queen of the hive, unless it is a particularly large and complex hive. Queens will not leave the hive, if you are fighting one, she is purely defending her colony. Hive Spiders were actually domesticated livestock at some point, and still are in parts of New Tiastreth, however escaped ones in the wild are almost always hostile as the colony continuously will grow and food demands will only ever increase until an equilibrium is reached within the hive. These are New Tiastreth's answer to the Everanian Dhole. Warring "tribes" of hive spiders have been witnessed, reported and documented.

Hive Spider Soldier

Behaviour: Hostile

Rarity: Uncommon

Found During:

Coated in a thicker chitin than the other spiders, the soldier's chitin matches that of the Queen, which for their size, is impressive. The soldier also packs a bite able to puncture even the thickest chitin, the venom potency only being topped by the hunter, the soldiers task is to keep a target occupied whilst the spitters attempt to get the victim down, for the hunter to then come and finish the job. Soldiers also protect the queen, workers and the hive.

Hive Spider Spitter

Behaviour: Hostile

Rarity: Uncommon

Found During:

Always accompanied by hunters, soldiers and the occasional worker, these social spiders are tasked with spitting webs over any threats to keep them still for other, more potently venomous hive spiders to take care of. This does not make the Spitter useless on its own, however, it just prefers to fill the roll it was born to fill when it can.

Hive Spider Worker

Behaviour: Neutral

Rarity: Middling

Found During:

Hive Spider Workers when spotted on the surface are generally scouting out for a hunting party or for a new nest, nine times out of ten, a worker will flee from the party when spotted or if it spots you, this generally is not in your best interest as a worker can come back with a hunting party later. Workers also spin webs along hives, leaving the spitters able to spit in case of emergencies, they feed the queen and will protect the hive if it is attacked.

1.8.5 Honey Wyvern

Place of Origin: Unknown

Found In: Globally

Behaviour: Neutral

Rarity: Common

Found During:

A tiny social wyvern, these wyverns are focused on building nests and staying in a solitary location and pollinating the local area. Honey Wyverns do best in grasslands, and have created many a flourishing meadow with their ecological impact. A byproduct of their consumption of flower nectar, as you would guess by the name, honey wyverns produce honey in large amounts and for this reason, keeping these wyverns has become common practice in many parts of Matania.

1.8.6 Horse

Place of Origin: Equinia, Kiria

Found In: Steppes, Grasslands, Savannah

Behaviour: Passive

Rarity: Middling

Found During:

The pride of Equinia, this holy animal is easily domesticated. Fantastic beasts of burden, and great to ride into battle, these animals will graze on the foliage around camp, making them easy to maintain, a saddle will make life easier for you. Luckily for you, you are not in Equinia, the killing, butchery and eating of horses is legal here.

1.8.7 Human

Place of Origin: Cradelian Mountains, Kiria

Found In: Global

Behaviour: Sapient

Rarity: Very Common

Found During:

Originating in the tallest plateaus within The Cradle, humans are easily split amongst two groups: surface dwellers, and mountain dwellers. Those that live in the mountains have a much longer lifespan than those who live on the surface, sometimes reaching ages over 100. It is difficult to reach those who live in the mountains, cementing their places within Kiria. Surface dwellers on the other hand, may live for only half the time, and being one of the only species without natural armour, it would seem humans have a major disadvantage in Matania, if it wasn't for the indefatigability. Human endurance is second to none, to the point where even within Kruh's writings, he wrote of the impressive endurance of mankind. Another strange thing about humans is that they are one of three species where the majority of their cultures seem to produce patriarchal societies, a rare phenomenon only also seen in Kamo and Sahal.

1.8.8 Husk

Place of Origin: Sapient

Found In: Global

Behaviour: Erratic

Rarity: Rare

Found During:

Formerly a sapient creature, a husk has had their soul not only removed from their body, but completely destroyed. The Husk will behave in any number of ways, they are not rational and cannot be reasoned with. They may run at first sight of you, they may attack. They are completely unpredictable and usually always terrified.

1.9 I

1.9.1 Igneous Spawn

Place of Origin: Unknown

Found In: Deepest Dark

Behaviour: Neutral/Sapient?

Rarity: Very Rare

Found During:

Unknown to most Igneous Spawn are strange little extremophile creatures only found in the warmest parts of deep caves. Their presence is about the only welcome one in the deep dark, as these creatures blur the line between sapience and sentience. They are known to worship an array of gods, however communication does not seem possible with them. They will not attack unless attacked, and temperatures that are fair for most other Sapient of Matania are deadly to the Igneous Spawn, cooling their magma interiors. There is only a small gap in temperature at which Igneous Spawn and the other Sapient are able to coexist, which is borderline too hot for the other sapient, and borderline too cold for the Spawn. Little is known about them, but they are known to be deadly if provoked, spitting out magma and smashing their club like hands over any who would irritate them. The biggest of Igneous Spawn that have been recorded were almost waist height.

1.10 J

1.10.1 Jaguar

Place of Origin: Everain, Kiria

Found In: Everain, Lesser Everain

Behaviour: Neutral

Rarity: Rare

Found During:

Jaguars have always held a place of respect to the natives of Everain, the respect in Eastern Everain shown much differently to the Western Everanian□s, who clad their finest soldier□s in the Jaguar□s hide. Jaguars are much more common in Central Everain, where Kruhkirian□s are not around, as Kruhkirian□s have been hunting these large cats for their either matte black hide, or spectacular cheetah-like hide.

1.10.2 Jumbo Squid

Place of Origin: -

Found In: Oceans

Behaviour: Passive

Rarity: Rare

Found During:

The jumbo squid is very rarely spotted in shallower parts of the ocean, but that doesn't mean that when they are spotted, they aren't fished up and eaten as their meat is known to be able to feed a whole village for a day at times. Not only this, but the amount of ink these squids produce is able to be sold for a small fortune in the best of times.

1.10.3 Jumping Spider

Place of Origin: Tiastreth

Found In: New Tiastreth, Checcela

Behaviour: Neutral

Rarity: Rare

Found During:

Jumping Spiders are completely what they sound like. They have traded their ability to spin webs for incredible precision, speed and a leaping attack. These spiders are also particularly intelligent too, seen in many Sohog communities filling a role similar to cats, goblins have been spotted riding on their backs into battle. In the wild, however, they may pounce at an unsuspecting traveler purely for a feast.

1.10.4 Jungle Fowl

Place of Origin: Everain, Kiria

Found In: Everain, Lesser Everain

Behaviour: Passive

Rarity: Common

Found During:

These somewhat small flightless birds are famed for their delicious meat, having been domesticated long ago, these birds have spread almost seamlessly across the bronze road and can even be found on the other side of the planet, they are the genetic ancestor of the chicken, providing less meat but the eggs have a subtly different flavour, and the meat on the fowl is slightly gamier, resulting in the keeping of jungle fowls as well as chickens for these small differences in the fanciest of restaurants.

1.11 K

1.11.1 Kamo

Place of Origin: The Horn, Akasia

Found In: Global

Behaviour: Sapient

Rarity: Very Common

Found During:

Kamo are one of the strongest swimmers amongst the Sapient of Matania. Able to withstand greater pressure, and possessing the ability to see clearly under the water, it's no wonder that Kamo culture has always been very maritime. Kamo males are noticeably much taller and stronger than their female counterparts, resulting in most of their societies coming out as very patriarchal. Kamo are herbivorous and cold blooded, also possessing the ability to detach a limb when it is in trouble, they are capable of also growing these limbs back, having the fastest healing rate of any Sapient. Kamo walk flat footed, and have the ability to eat more things than the average herbivore, chewing on seagrass frequently.

1.11.2 Kazah

Place of Origin: The Motherland, Akasia

Found In: Global

Behaviour: Sapient

Rarity: Very Common

Found During:

Warm blooded pterosaurs of the Motherland, they have been forced to share the Motherland with the Ketsel, resulting in centuries of warfare and disputes. The Kazah have the least dense bones of any Sapient in Matania, and they have the remnants of when their evolutionary ancestors had wings, maintaining the wing bone extending from the forearm, which has turned into a rather nice biological weapon for them. The Kazah are warm blooded and carnivorous, with a majority matriarchal societies. Kazah can walk both flat-footed and toe-first.

1.11.3 Ketsel

Place of Origin: The Motherland, Akasia

Found In: Global

Behaviour: Sapient

Rarity: Very Common

Found During:

Cold blooded carnivores that share the Motherland with the Kazah, the Ketsel have quite often formed warrior semi-nomadic cultures. The Ketsel have an incredibly strong bite, resulting in many Ketsel cultures that traditionally consume heads as a display of power, usually done in the military to stow fear in the enemy. They are strong swimmers, but are not able to handle pressure like the Kamo, merely have the ability to wrestle in mud, and deathroll in water. They are traditionally matriarchal and can walk flat or toe first.

1.11.4 King Prawn

Place of Origin: Ocean

Found In: Oceans

Behaviour: Passive

Rarity: Very Common

Found During:

A staple food in many regions, king prawns provide food in large amounts as they are often found in large amounts.

1.11.5 King Vulture

Place of Origin: Everain

Found In: Warm climates

Behaviour: Passive

Rarity: Common

Found During:

King of scavengers, the king vulture is still something on the menu for a hungry soul out in the vicious wilds.

1.12 L

1.12.1 Langur Monkey

Place of Origin: Kiria

Found In: Everain

Behaviour: Passive but silly

Rarity: Average

Found During:

The langur monkey is the brainchild of both the Grand Stag and Yygdraliz. Already curious and naturally cheeky, these creatures are not something you want something precious around during Yyg.

1.12.2 Leaf Landrake

Place of Origin: Akasia

Found In: Blackdirt Isles

Behaviour: Neutral

Rarity: Rare

Found During:

Yet another pack hunting hypercarnivore hailing from Akasia that has made its way to the Blackdirt Isles by piracy. These are still much larger than you, despite being dwarfed by the Greater Landrake, but they make up for it by hunting in far larger packs. It is hoped you have something to offer them if they approach you hungry, because they will take you as a meal if you don't. If you can nick an egg from these, your hands may be full, but you will easily feed a family with just a single egg.

1.12.3 Leaf Wyvern

Place of Origin: Unknown

Found In: Globally

Behaviour: Neutral

Rarity: Common

Found During:

These tiny wyverns are no bigger than your thumb! These carnivorous minibeasts use their distinctive and sought after honey, 'red honey', as bait. They use their leaf-shaped and coloured wings to disguise themselves as leaves nearby their bait, where they will sit and wait. This red honey can be produced in alarmingly large quantities, as they have an organ used for storage of nectar they collect, which can sometimes even (usually during Yyg) ferment and get the wyvern drunk. This organ is connected to its feeding tube, and will naturally pick up flavourings from the leaf wyvern's diet, causing the honey's uniquely meaty taste. Leaf Wyverns are opportunistic hunters, and some reports have seen them even taking down injured hamsters. These are also the most likely of the mini-wyverns to scald you.

1.12.4 Leviathan

Place of Origin: -

Found In: Deep Oceans

Behaviour: Territorial

Rarity: Very Rare

Found During:

The Leviathan is a large territorial creature, hostile to everything in its territory besides a Leviathan of the opposite sex, unless the creature has already laid its eggs, in which case, it is hostile to anything and everything. The Leviathan is a detritivore and a giant, storing as much food as it possibly can within its nest, ranging from ships, to people, to other sea creatures and monsters. The Leviathan is almost blind, relying on echolocation and movement to pin the location of its prey, their clicks can be heard and thus, they can be avoided from miles away. They have four eyes, a long and forked prehensile tongue and large teeth. On top of this, a large plate seems to cover their head, with even larger horns atop.

1.12.5 Lobster

Place of Origin: -

Found In: Oceans, reefs

Behaviour: Passive

Rarity: Common

Found During:

Tasty, tasty lobster.

1.12.6 Long

Place of Origin: -

Found In: Global

Behaviour: Neutral

Rarity: Extremely Rare

Found During:

Supposedly only one is born at the beginning of a new era, Longs are particularly rare and gentle creatures. Longs are fabled a medium between the sapients of Matania and the gods. It is not known how, but Longs have been witnessed flying to the moon and back.

1.12.7 Lyndwyrms

Place of Origin: The Ocean

Found In: Deep Ocean

Behaviour: Hostile

Rarity: Very Rare

Found During:

Which came first, the ocean Lyndwyrms or the land Lyndwyrms? It's unknown, however generally when people refer to Lyndwyrms it is presumed they are talking about those of the ocean. The Lyndwyrms is a large sea-serpent, often found in warmer waters, however they can be just about anywhere. Lyndwyrms often see no reason to attack ships, as the meat on board is minimal. However, as ships got larger, and especially as Kamo began to construct floating cities, Lyndwyrms attacks became more frequent, as much more meat was onboard, a testament to the animal's intelligence. It's safe to say, if you're on a raft, you need not worry about these creatures setting you ablaze.

1.13 M

1.13.1 Mammoth

Place of Origin: Troll Country, Checcela

Found In: Troll Country, World's End

Behaviour: Neutral

Rarity: Extremely Rare (Checcela), Very Common (Troll Country)

Found During:

A large and iconic animal, mammoths are only really around in the Mammoth Steppe, in Troll Country. Mammoths have very warm, fuzzy fur and valuable tusks. This caused many hunts for mammoths, and as a strange response, goblins seemed to ride some into battle.

1.13.2 Marai

Place of Origin: Panangræa, Tiastreth

Found In: Globally

Behaviour: Sapient

Rarity: Very Common

Found During:

The bipedal cousin of the Gigarai, the Marai have four upper limbs and two legs. Two arms, two claws. The Marai are cold blooded carnivores, unlike their genetic cousins, the Marai do not practice post-coital cannibalism. Swaying gives the Marai a major boost to their perception, if not swaying, they have the perceptive abilities of a human with only one functioning eye, however they far surpass any other sapient in Matania if they choose to sway their head. The swaying also helps in their mating dances, but also is a nervous tick, making them incredibly bad liars. Marai are also matriarchal. Marai have a wide variety of camouflage options, depending on the colour chitin they are born with, they are easily able to adapt to any climate.

1.13.3 Mimic

Place of Origin: Souls

Found In: Global

Behaviour: Hostile

Rarity: Very Rare

Found During:

Coming from the souls of those who were particularly lazy or gluttonous in life, the Mimic is too lazy to change into an incorporeal form, choosing to always stay corporeal, but disguising itself well as something with a hole or a hinge. Books, chests, even cave entrances are sometimes not safe, and may take some serious looking at before entering or opening them. The mimic can wait sometimes centuries for its prey, seemingly their lack of anything keeps them alive for long periods of time, as well as physical food, as the Mimic will eat it's prey whole with its razor sharp teeth.

1.13.4 Mole

Place of Origin: Kiria

Found In: Caves

Behaviour: Passive

Rarity: Common

Found During:

A small rodent usually found within its network of underground tunnels. If you're stuck for food, it's not ideal, but it's meat.

1.13.5 Mozzerai

Place of Origin: Bastion, Tiastreth

Found In: Globally

Behaviour: Sapient

Rarity: Very Common

Found During:

Mozzerai are the cold-blooded herbivores, but prefer a nectivorous diet if possible. For a cold-blooded species, they have developed fairly thick fur, made of chitin to exchange armour for heat retention, on top of this, Mozzerai have the ability to shiver and can cocoon themselves in their wings for further insulation, often using their wings as sleeping bags. Mozzerai are completely comfortable living nocturnally as well as diurnally, with neither having an effect on their health in any way. Mozzerai frequently worship the ??, but also they are known to worship the actual ground they walk on, the rivers that flow and the forests around them, a testament to their love of nature. On top of this, some Mozzerai have been known to use tree-bark as camouflage, get high off of dust that they can beat from their wings and have a deep spiritual culture from this. A Mozzerai shaman is a very common sight in mixed communities. Mozzerai have no sexual dimorphism and thus have never actually developed natural patriarchy or matriarchy. It is also definitely worth mentioning that Mozzerai have the highest epilepsy rate of any Sapient species in Matania.

1.13.6 Mussel

Place of Origin: Ocean

Found In: Oceans, Reefs

Behaviour: Passive

Rarity: Very Common

Found During:

To some, the flavour and texture definitely can take getting used to.

1.14 N

1.14.1 Net Spider / Ogre Spider

Place of Origin: Tiastreth

Found In: New Tiastreth Jungles, Checcela

Behaviour: Hostile

Rarity: Rare

Found During:

Nocturnal creatures with insanely long forelegs that they use to net and entangle their prey, these creatures are not something you want to be ambushed by at night.

1.15 O

1.15.1 Ostrich

Place of Origin: Crookish Steppe, Checcela

Found In: Crookish Steppe

Behaviour: Neutral

Rarity: Average

Found During:

Big birds generally hunted on the steppe, they are known to stick their head into sand when threatened. This makes them an easy target for beginner hunters.

1.15.2 Oviraptor

Place of Origin: Akasia

Found In: Globally

Behaviour: Neutral

Rarity: Average

Found During:

Generally considered the 'dogs' of Northern Akasia, many Raki North of Nek generally have owned Oviraptors, the second most popular animal also considered to be 'dogs' to the Raki are the Terror Bird, from Nek Southward. Oviraptors are great hunting companions, loyal, intelligent friends who are also providing the byproduct of oviraptor eggs, which can easily feed a man for a day if he needs.

1.16 P

1.16.1 Pheasant

Place of Origin: Kiria

Found In: Kiria, Checcela

Behaviour: Passive

Rarity: Common

Found During:

Considered a delicacy across almost the entire world, pheasants are hard to keep in a domestic environment, and are often simply hunted as game.

1.16.2 Pig

Place of Origin: Albion, Kiria

Found In: Globally

Behaviour: Domesticated

Rarity: Common

Found During:

A domesticated version of the boar, comes in all shapes and sizes, furry and bald. Raised for their meat and in Svoguard and Black Sand especially, their milk.

1.16.3 Pterodactyl

Place of Origin: Akasia

Found In: Global

Behaviour: Dependant

Rarity: Common

Found During:

1.16.4 Python

Place of Origin: Kiria

Found In: Kiria, Lesser Everain

Behaviour: Neutral

Rarity: Neutral

Found During:

1.17 Q

1.17.1 Quetzalcoatl

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18 R

1.18.1 Rabbit

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18.2 Rat

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18.3 Red Wraith

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18.4 Rhino

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18.5 Rhino Beetle

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.18.6 Rotten Ghoul

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19 S

1.19.1 Sahal

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.2 Sea Snails

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.3 Sea Troll

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.4 Shrimp

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.5 Snapper

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.6 Strangleroot

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.19.7 Swordfish

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.20 T

1.20.1 Takin

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.20.2 Terror Bird

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.20.3 Tilapia

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.20.4 Tiny Pterosaur

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.21 U

1.21.1 Underdog

Place of Origin: Kiria

Found In: Underground Kiria

Behaviour: Hostile

Rarity: Uncommon

Found During:

Low-light hunters. Underdogs purposefully stay on the edge of Sunshrooms, and hunt those who venture too close to the edge of the light. They are stealthy, opportunistic hunters, and absolutely the preference thing to bump into over cave pangolins.

1.22 V

1.22.1 Vulture

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23 W

1.23.1 Warthog

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.2 White Spotted Octopus

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.3 Wild Auroch

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.4 Wild Boar

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.5 Wraith

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.6 Wurm

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.23.7 Wyvern

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.24 X

1.24.1 Xigonla Wyvern

Place of Origin: Xigonla, Gandora

Found In: Globally

Behaviour: Neutral

Rarity: Common

Found During:

These tiny wyverns are a staple for pollinating plants, and a gardener's best friend. Gathering their name from the place in the world they travel to during the mating season, these migratory wyverns are feathered, generally red and black in colouration, and spread the pollen of plants by feeding on their nectar. Honey wyverns tend to overfeed, and quite frequently produce vomit, in the form of honey. This honey is known in the aviation community as 'Wild Honey' as it is usually found on trees, rocks and other areas out of the way and safe for the wyvern to vomit in. It is found in similar places to red honey, but that is a completely different kind of honey from a different kind of wyvern.

1.25 Y

1.25.1 Yak

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

1.26 Z

1.26.1 Zebra

Place of Origin:

Found In:

Behaviour:

Rarity:

Found During:

Chapter 2

Plants

2.1 A

2.1.1 Ackee

Place of Origin: Blackdirt Isles

Found In: Blackdirt Isles, Crook's Landing

Type: Hardwood Tree, Semi-domesticated

Usage: Edible Berries, Poison berries, Construction

Rarity: Uncommon

Found During:

Ackee was a wild growing fruit for the longest time on the Blackdirt Isles. Originally cultivated by the long-gone natives of the islands, Ackee has become a staple fruit amongst Blackdirt communities. Through trade with pirates, Ackee has very recently made its way over to Crook's Landing, where it has since broken out of farms due to goblin problems and successfully began to grow in the wet season.

2.1.2 Aloe Vera

Place of Origin: Tiastreth(?)

Found In: Deserts Worldwide

Type: Succulent

Usage: Edible, Medicinal

Rarity: Common

Found During:

Aloe Vera seems to grow in nearly every desert in the Southern World, at this point in time, it's unknown if it is in Tiastreth. It is assumed to have come from Tiastreth as its spread across the whole southern world could only have been caused by Sohog spread and trade brought about by them

2.1.3 Anise

Place of Origin: Everain

Found In: Everain, Lesser Everain

Type: Shrub

Usage: Spices

Rarity: Rare

Found During:

Anise are primarily grown for their star fruit: Star Anise. Anise shrubs grow wild in Everain, but are known to be grown domestically in other parts of the world for this much sought after spice.

2.1.4 Apple Tree

Place of Origin: New Tiastreth

Found In: Temperate Regions

Type: Hardwood Tree

Usage: Edible Fruit, Construction

Rarity:

Found During:

Apple Trees were domesticated by the old natives of New Tiastreth, most of which died out due to the ecological collapse brought in by the Sohog as they arrived in New Tiastreth in the second era. Apples that borne from these trees can come in all different shapes and sizes, cooking apples are not particularly nice to eat, so try to keep an eye out for the smaller, sweeter apples.

2.1.5 Avocado Tree

Place of Origin: Everain

Found In: Everain, Lesser Everain

Type: Tree

Usage: Edible berries, Construction

Rarity: Common

Found During:

A fine find should you be travelling on the road in Everain, the Avocado was domesticated by central Everanian tribes long before the arrival of the Sohog, and has since spread across the rainforest. Avocado is a soft hardwood.

2.2 B

2.2.1 Bamboo

Place of Origin: Northern Everain, Southern Gandara

Found In: Northern Kiria, Lesser Everain

Type: Grass

Usage: Edible Shoots, Construction

Rarity: Common

Found During:

Bamboo was domesticated for its versatility in construction, but also, in Gandara, the shoots of young bamboo are eaten quite commonly. Bamboo is neither soft nor hardwood. In construction Bamboo can be used as a hardwood, in crafting, a softwood.