

Anyaral Bestiary

(and flora)

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Fauna

Aquatic

Arod

A type of droba.

Source: *Chronicles of Anyaral*

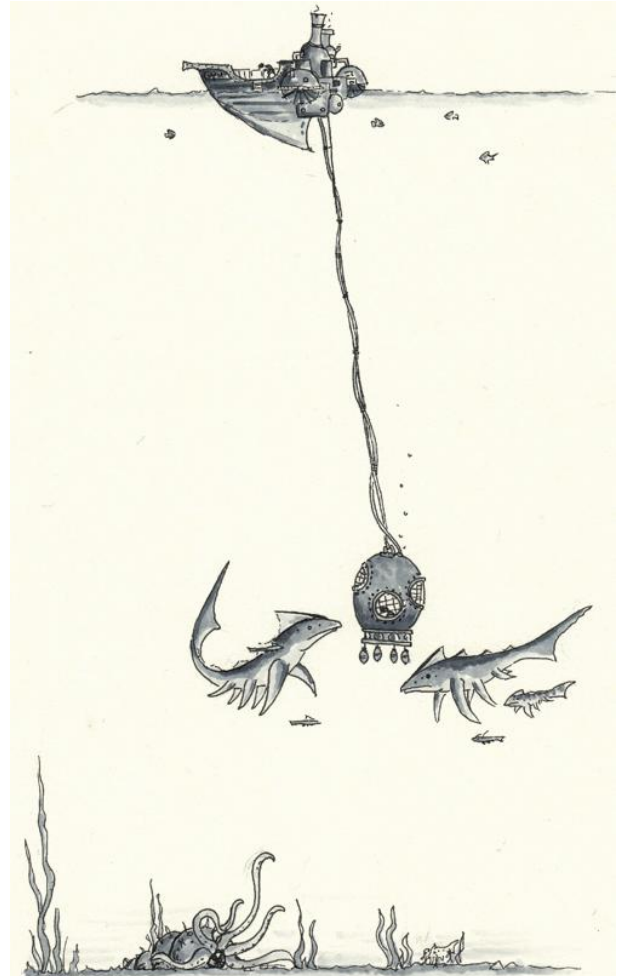
Blueback Droba

Also known as: blue-backed droba

The blueback droba are efficient predators that are found across the western coast of Anyaral. While by no means the largest of the droba, they are still prized by the Enguan hunters for their tasty flesh and tough hides. – Gil Masharl



A blueback droba chasing a kyala



Source: *Inktober 2017*

Bokay



Source: *Inktober 2022*

Bolrean

A type of droba.



Source: *Chronicles of Anyaral*

Cho Al Droba

Alternate spellings: Cha-al droba; Cho-al droba

A type of droba.



Source: *Inktober 2022*

Droba

A type of kyala, similar in shape to sharks.

Near Lanakar

The droba native to the marshlands that surround Lanakar are quite small. The locals use Alora to drive them through the tributaries and into their nets.

Near the Enguan Isles

There the droba are much larger, thick-skinned, and live in the sea. Hunting them is quite a dangerous undertaking.

See: Arod, Blueback Droba, Bolrean, Cho Al Droba, Golskan Droba, Kadrigan Droba, Long Tailed Gulping Droba ("Gulper").

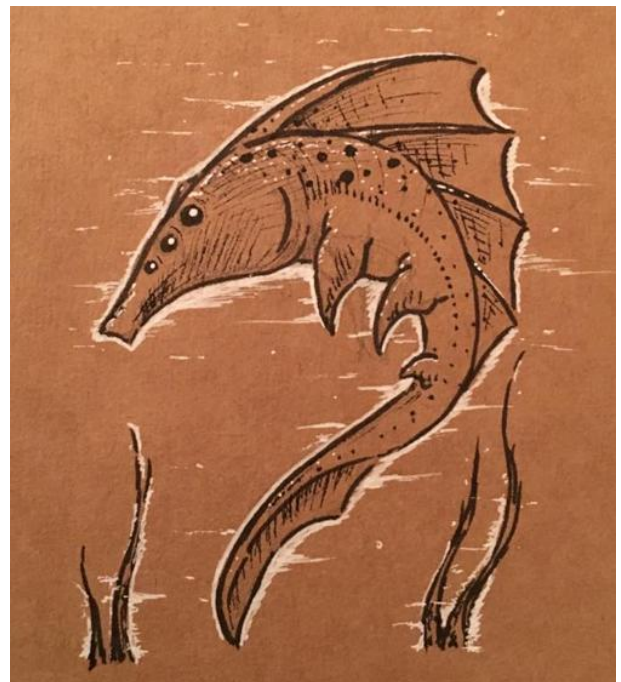
See also: Droba Cryptid 1, Droba Cryptid 2, Droba Cryptid 3.



Poached Droba Eyes

Sources: *Chronicles of Anyaral*, *Inktober 2022*

Droba Cryptid 1



Source: *Inktober 2019*

Droba Cryptid 2



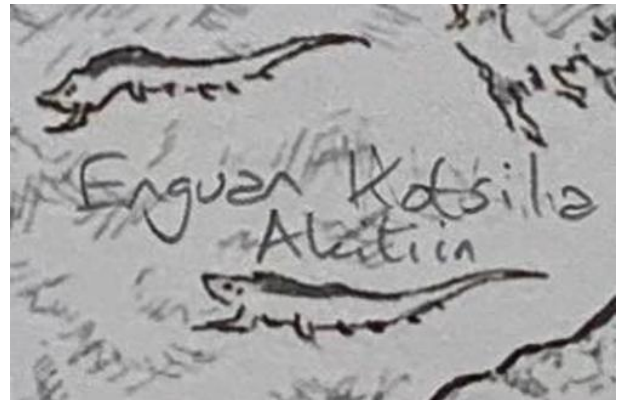
Source: Inktober 2019

Droba Cryptid 3



Source: Inktober 2019

Enguan Kotsila Akitiin



Source: Chronicles of Anyaral

Eriga



Source: Inktober 2022

Gishil

Source: Chronicles of Anyaral

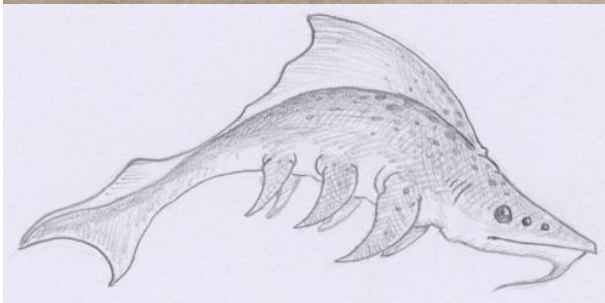
Golskan Droba



Source: Inktober 2022

Kadrigan Droba

A type of droba.



Source: Inktober 2022

Kyala

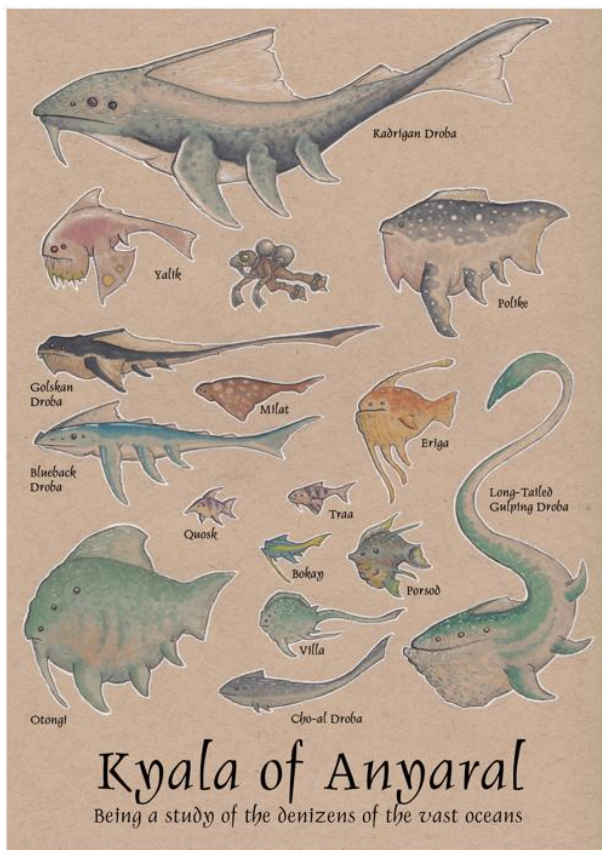
The generic term for fish-like creatures.

See: Arod, Bokay, Blueback Droba, Bolrean, Cho Al Droba, Enguan Kotsila Akitiin, Eriga, Gishil, Golskan Droba, Kadrigan Droba, Long Tailed Gulping Droba ("Gulper"), Milat, Onotabi, Otongi, Polike, Porsod, Quosk, Red Striped Traa, Scarula, Traa, Villa, Yalik, Zhuban.

See also: Droba Cryptid 1, Droba Cryptid 2, Droba Cryptid 3, Kyala Cryptid 1.



A selection of kyalas



Sources: Chat with Mike Thorp, Inktober 2022

Kyala Cryptid 1



Source: Inktober 2022

Long Tailed Gulping Droba

Also known as: Gulper; Long Tailed Gulper

A type of droba.



Source: Inktober 2022

Milat

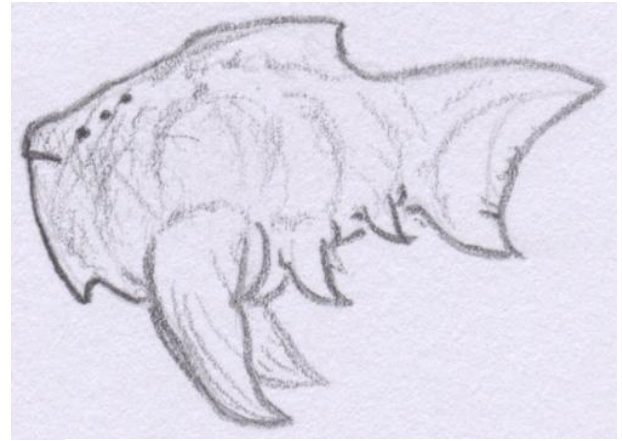


Source: Inktober 2022

Onotabi

Source: Chronicles of Anyaral

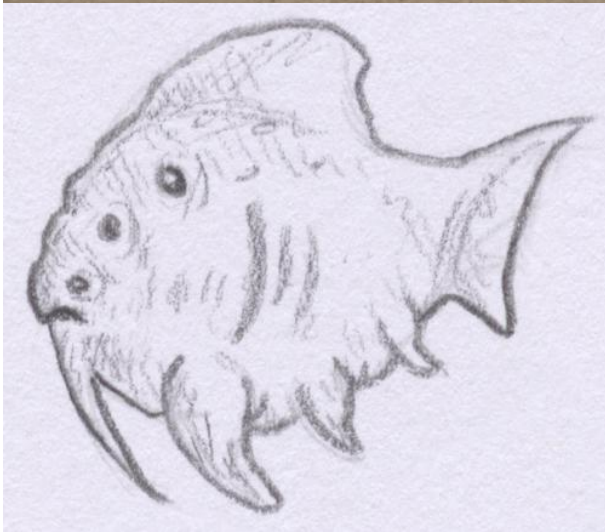
Otongi



Source: Inktober 2022

Porsod

A type of kyala.



Source: Inktober 2022

Polike

Alternate spelling: polika



Source: Inktober 2022

Quosk



Source: Inktober 2022

Red Striped Traa

Source: Chronicles of Anyaral

Scarula

A type of kyala.



Scarula Soup

Source: Inktober 2022

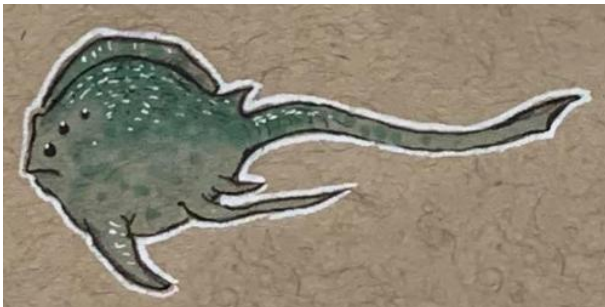
Traa



Source: Inktober 2022

Villa

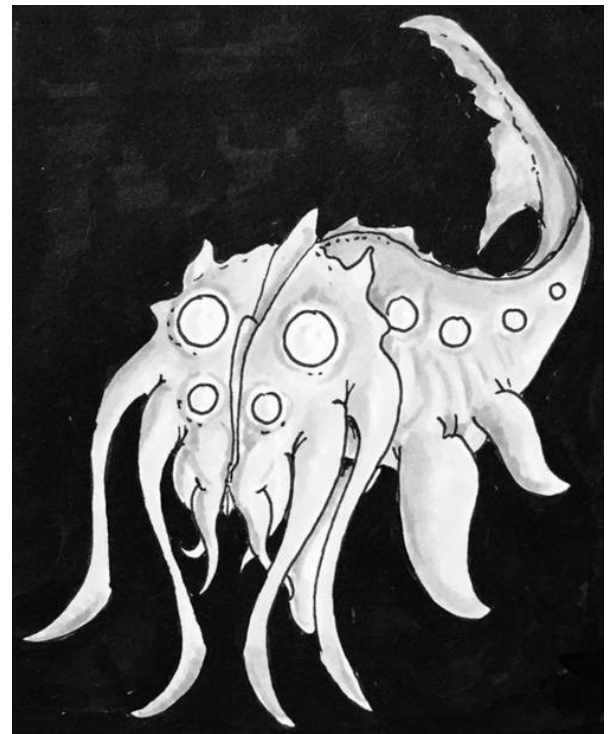
Also known as: vilta



Source: Inktober 2022

Xorz

I found this strange creature in a large tank at one of the many exotic markets in Gar Loren. The seller didn't speak gethloan and I couldn't understand a word of what he was saying, but after much gesticulation I came to understand that it was a 'Xorz'. Only years later did I find out that this translates to 'I don't know'. - Gil Masharl



A 'Xorz'

Source: Inktober 2017

Yalik



Source: Inktober 2022

Zhuban

An immense droba. Similar to an iceberg, the top of these immense creatures stays above the water. To all purposes these are floating islands.



A Zhuban (and friends)

Source: Inktober 2020

Argoran Wastes

Dorah Kosok

A breed of kosok native to the Argoran Wastes, named for its fearsome screech.



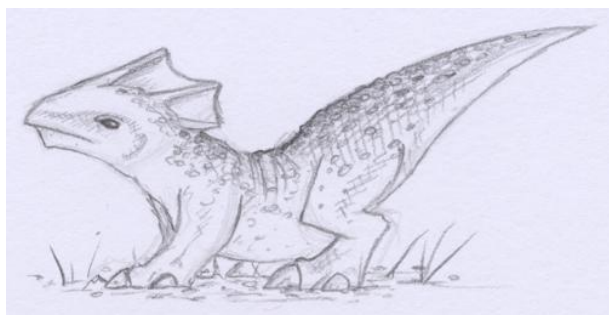
A Dorah Kosok

Source: *Chronicles of Anyaral*

Graku

Newcomers to Orel are generally surprised at the ubiquitous nature of the graku, but soon come to understand how large a role these creatures play in the lives of the local fubarnii.

Hunters are often accompanied by the grouchy little Graku. These poisonous beasts are notoriously ill-tempered, but then again, so are the Hunters that handle them.



A Graku

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 2*

Grakukan

A fearsome creature that lives deep in the Argoran Wastes. A very few Orel knights are resourceful enough to raise one from the egg. As the beasts grow they form a special bond with their master, even allowing themselves to be ridden into battle.

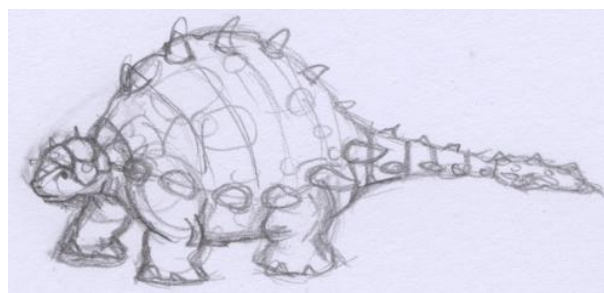


An Orel Knight atop her Grakukan

Source: *Chronicles of Anyaral*

Greater Kedah

At present only known from sketches retrieved on the body of an unfortunate biologist.



A greater kedah

Source: *Chat with Mike Thorp*

Grishak

Pronunciation: grish-ak

The devanu have always trained and controlled creatures to do their will and the grishak have been used by devanu for many generations, even before the rise of the Empire. In those times many devanu masters selectively bred grishak to be bigger, nastier hunters who immediately obeyed their commands. When the devanu were scattered those grishak bred with the wild beasts, dominating them and leaving pockets of these savage beasts that even now cause problem for the remote regions of the Empire.

Jenta

All but the youngest of the grishak hatchlings will join in hunts, often working as small groups accompanied by an older sempa, or even a kopa. While not as powerful as the older grishak, they are still very dangerous creatures!

Sempa

Grishak sempa are the hunting beasts most commonly used by devanu tribes across the Empire. They are efficient hunting beasts who can be quickly trained to respond to the devanu cries, running silently beside their masters until instructed to charge, at which point they plough into their targets with a terrifying screech, dragging down their victims with their powerful jaws, finding cracks in armour and tearing flesh from bones.

Kopa

Some grishak survive countless hunts and mature into kopa, leading the younger grishak and inspiring them to work together as a deadly pack.

In the wild, an established Grishak pack will have several kopa and this structure is often maintained when the pack is led by the devanu.



A Grishak

Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 4*

Kelahn

The kelahn are ferocious beasts that prowl the Argoran Wastes. Their beaks take the form of sharp overlapping "teeth" that can tear through even the thickest of hides, with jaws powerful enough to break through bones and armour.

Different varieties of kelahn have been seen as far north as the Naralon Forests or as far south as the northern Casanii territories.

It is not uncommon for bands of outcasts to taunt the ferocious kelahn, enraging them with small injuries before unleashing them on passing caravans. While the beasts cause havoc and chaos, the devanu choose the weak points to attack, killing fubarnii and beasts and stealing much needed food and resources. This is a dangerous and desperate tactic, but can prove very effective.



A Kelahn

Source: *Chronicles of Anyaral*

Kosok

Pronunciation: koss-ok

The predatory kosok soar over most parts of Anyaral, from the garish eru kosok of the Naralon Forests to the dorah kosok of the Argoran Wastes, named for its

fearsome screech.

While it is not common for wild kosok to attack fubarnii, there are many reports of fubarnii jenta or even older herders being dragged away. As such, fubarnii hunters travel across Anyaral earning a living from tracking down and destroying kosok nests.

Young devanu of many tribes will venture to the almost inaccessible kosok nests to steal young hatchlings. If the devanu survive then the kosok can make excellent hunting beasts once they are properly trained.



A Dorah Kosok

Source: *Chronicles of Anyaral*

Lesser Fanged Akitiin

Species of akitiin are found throughout the lands of Anyaral, but are most commonly seen in the warmer southern lands.

The lesser fanged akitiin is a variety found in the Casanii territories. It is only small, but it is notorious for its excruciatingly painful venom. – Gıl Masharl



The lesser fanged akitiin is 6 to 8 inches tall.

Source: Inktober 2017

Pyulka

A burrowing fluffy creature that lives in the dunes around Orelan.



A pyulka



Source: Inktober 2020

Tahril Garkrid

Originally widespread, the Tahril Garkrid are now confined to the Argoran Wastes.

the Tahril are a large hive-like species, with huge nests above and below ground. When aggravated or migrating the workers erupt en masse from the ground. Although passive in general, they get triggered by the queens' pheromones and blindly attack with their nasty bite whatever they find. They are usually accompanied by smaller flying garkrid, although it is unclear to date whether these are parasites or symbiotes...

This breed of garkrid is one of the producers of strong resin used in much fubarnii technology.

Historically, the Devanu used Tahril nests as the foundation for their towers. During the rule of the Devanu the fubarnii would be forced to clear out the nests. Over time, more creative fubarnii would encourage larger nests so they could construct more impressive towers for their masters.

Author: Mike Thorp

Source: Discord conversation with Mike Thorp

Vorall

A heavily armoured creature.

The vorall eats more bushy plants, but will also resort to pondweed. They have giraffe-like tongues that allow them to pull food towards them.

During lean times the dominant kopa (with the big tusks) are at more risk, but their mates have been known to assist them.

During the leanest times the tusks can be shed, but the kopa will be unlikely to ever assert dominance again - the very act of being able to maintain the tusks is a highly desirable trait when looking for a mate!

Vorshkan

Here we see a misunderstood lesser known creature from the lands of Anyaral.

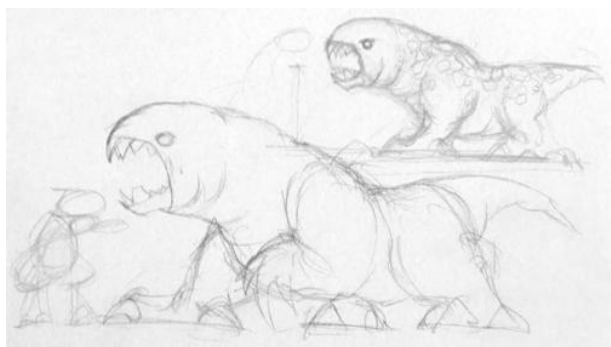
To the outside world, she appears to be a ferocious and violent beast with little comprehension to her surroundings... but that couldn't be further from the truth.

Her diet consists largely of nearby berries and leaf matter, with the occasional grub and insects for protein, many of whom have evolved to fight back... thus her dangerous appearance is actually predominantly a defence against such a threat, and to scare off would-be attackers.

These creatures are also widely known by the culinary masters of the Empire's court, to be the most succulent and tasty of meats from the entire continent. Chefs far and wide will pay a daring trader handsomely for a beast like this, and subsequently the price for a small steak from this prized beast has rocketed in recent years.



A Vorshkan



Source: Inktober 2020

Wild Grishak

Grishak are found in most devanu hunting packs, but not all grishak live as devanu beasts. Across the Empire there are many packs of wild grishak who are a constant threat to unwary travellers, although it is rare for them to attack bigger caravans. These packs of grishak are occasionally accompanied by young devanu handlers who have managed to make themselves part of the grishak family, running with the hunts and sharing the grishak nests.

Source: Chronicles of Anyaral

Zavruun



An argoran zavruun



A casan zavruun

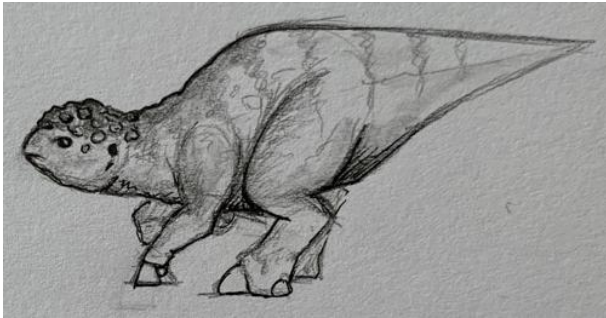
Author: Mike Thorp

Source: Chat with Mike Thorp

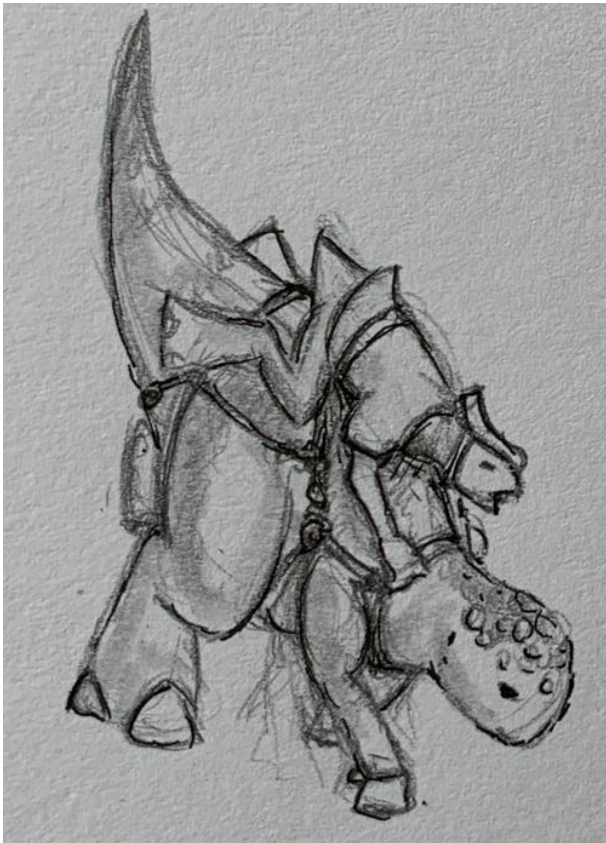
Casanii Plains

Baksun

Large herbivorous creatures that travel in numerous migratory herds across Anyaral and the Argoran wastes.



A baksun



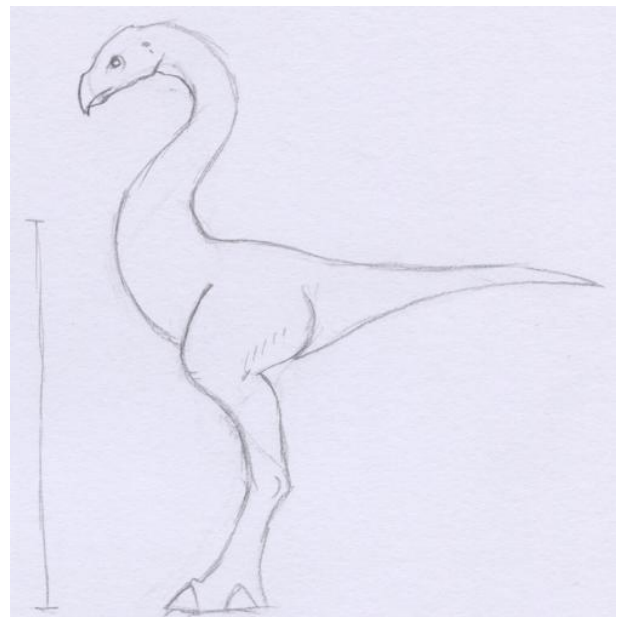
Beasts of the Casanii

The brave Casanii protect and use many of the different beasts that lumber or sprint across their lands, among them dompaku, the hadera, the erillai, and the onsegar.

Source: The Twilight Traveller issue 7

Bhahu

Also known as: bhanuk; tree-pruner



A Bhahu

Unlike its low-slung relative, the bhahu trades girth and

length for height. The jenta stand about the height of a fubarnii, an average sempa stands slightly taller than a devanu while the kopa tend even taller.

A long and sinuous neck accounts for half of the bhahu's height. It projects upward at a slight angle, curves back over the body then returns, forming an elongated 's' shape. The legs account for the other half of its height and are thick with muscle, giving the bhahu a loping stride. It is an excellent sprinter but has poor performance over distance. The tail, nearly as long as the neck, slopes downward at a steep angle. The torso is roughly an orb which has too narrow a top to use the bhahu as a beast of burden.

As the bhahu eat primarily the various fruits that grow among the higher branches, they have developed a sharp, beak-like mouth. They often use this to cut away branches or vines that obstruct access to their food, hence the name 'tree-pruner'. The eyes are usually a solid dark colour, spaced between the sides and the front of the skull, giving them a limited form of binocular vision, helping them focus on their food.

Bhahus are highly territorial and live in small family units, usually consisting of a kopa, one or two sempa and three to five jenta. These families move as a group through their territory, following a yearly path. Each territory is large enough that most fubarnii villages see only one family. When two families do come into contact, the kopa perform a ceremonial duel. Each kopa will attempt to pin the other, often biting the legs of other. Once a kopa is pinned to the ground, the standing kopa marks the neck or head of the loser with a broad but shallow cut or bite. After the loser has been marked, the winning kopa takes the sempa of the losing kopa into its family unit. The losing kopa and its jenta continue on, soon replacing the family's missing sempa. Most kopa die from infection of the losing wound, with the survivors showing many scars. When the number of sempa and jenta grow too large to be supported in a particular territory, a number of them large enough to form a new family unit is sent off to conquer new territory.

Bhahus prefer low forests and tall grasses but are often seen moving through open stretches of land as families patrol their territory. Bhahus have been reported as far north as the foothills of the Setir Mountains, but only in negligible numbers. The bhahus were once scarce, as their muscular legs, neck and tail made them a favored prey of the devanu, who would often chase their target for the thrill of the chase. Bhahus can nearly match the devanu for speed, but not for endurance. With the devanu driven to the edges of the Empire, bhahus are expanding and beginning to outnumber the available food in some areas...

There are some small religious qualities to the beast, though mostly observed by the Ferals. As the bhahu is a picky eater, only taking a small amount of the best fruits from each tree, it leaves behind good fruit and discards the rotten, unripe or garkrid-ridden fruit to the ground.

Bhahus were seen as servants of the Enarii, protecting fubarnii from unsafe food. another quality attributed to the bhahu is their forecasting of good or ill events. A large family of bhahus is seen as a good omen; as the bhahus have been successful, so too will the fubarnii whose path they cross. Likewise, coming across a single bhahu jenta is a very bad omen, often seen as a sign of fast-approaching danger. Large families often avoid fubarnii settlements because inevitably some fubarnii will attempt to chase down the bhahus to 'cross their path' which the skittish bhahu dislike.

Author: SleeplessFish

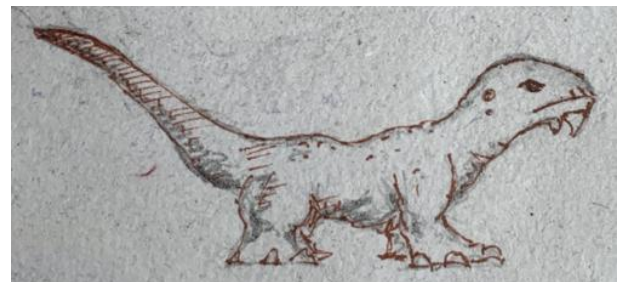
Source: <http://forum.worldoftwilight.com/index.php?topic=116>

Blue-tailed Fosser

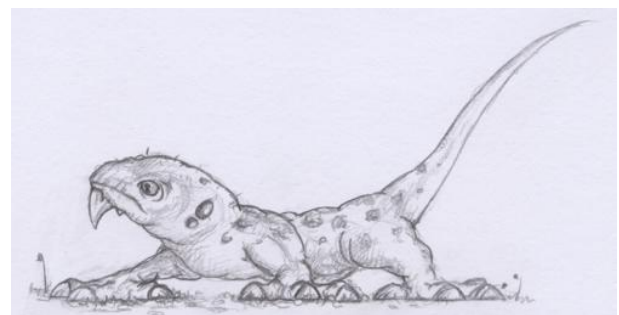
Also known as: Styracognathus Pagesevenus

The blue-tailed fosser is found in varied habitats across the warmer southern regions (Casan, Galir, Enipel, Moeras, Teralin). Ten to twenty centimeters long, their diet consists of small garkrids.

Most fossers die young, however the few that reach the kopa size get quite large indeed. They oversee small families, which work together to defend themselves.



Blue-tailed Fosser



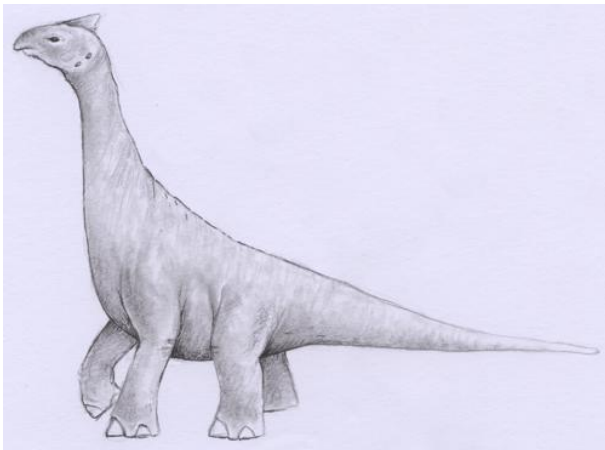
A Fosser Kopa

Dompaku

The dompaku are some of the largest beasts to roam the plains of the Casanii Territories. Herds of dompaku can devastate Empire towns and villages on the edges of those lands, but the Casanii know how best to divert and guide their movements.

The dompaku that are ridden by the ferals have often seen many generations of young ferals pass through their care, serving as a transport for the pack's equipment and occasionally as a platform from which they can fight. The older Casanii will often look upon the ancient beasts the youngsters are riding and remember fondly their time caring for the same graceful giants.

The dompaku graze on the tallest of trees and rely on their strong hides to protect themselves from predators.



A dompaku



A dompaku grazing on a bren tree

Source: *The Twilight Traveller Issue 7*

Erillai

Pronunciation: eh-rill-eye

Alternate spelling: runner (colloquial)

The erillai herds are an amazing sight to behold and the Casanii consider it their duty to protect them from devanu hunters or other outsiders who might otherwise decimate the population.

They are a common sight on the plains to the south west

of the central empire. These elegant beasts participate in the great migrations and are often hunted by devanu and other beasts of the plains. Their herds are however often protected by the ferals who run with the migrations, and bitter conflicts often arise when hunters make the mistake of believing those herds to be fair game.



An erillai



Author: Mike Thorp

Sources: *Twilight Traveller Issue 9*,
<http://forum.worldoftwilight.com/index.php?topic=180>

Felexin

The felexin live across the Casanii territories, even

occasionally venturing as far as the Chobana mountains.

They are generally seen as just being a nuisance, but will occasionally hunt in large packs and I even heard tales of them taking down fully grown hadera! They are generally driven away from the Casanii herds if they come too close. - Gil Masharl



A Felexin

At 4 to 5 feet in height, the felexin are slightly shorter than the average fubarnii.

Source: Inktober 2017

Granok

Beast ridden by the Ferals.



A Granok



A Couple of Granok



Granoks and Ferals



A Packed Granok

Source: <http://fubarnii.pbworks.com/w/page/4236221/ProtoFubarnii%20Dictionary>

Grola

The elusive Crested Grola is a native of Otehna.



Source: Inktober 2017

Hadera

The hadera are favoured as mounts by many Casanii.

They are not as fast as the fleet-hooved erillai, but they are powerful creatures more than capable of trampling smaller predators that threaten the herds.

Source: The Twilight Traveller Issue 7

Hykron

During our travels across the Northern Casanii Territories around Tokra we were adopted by a small pack of migratory hykron.

These voracious pests proved to be a real problem, stealing our supplies and trying very hard to eat anything they could find, whether or not it was remotely edible. I captured one for a short while, but it chewed its way out of the cage.

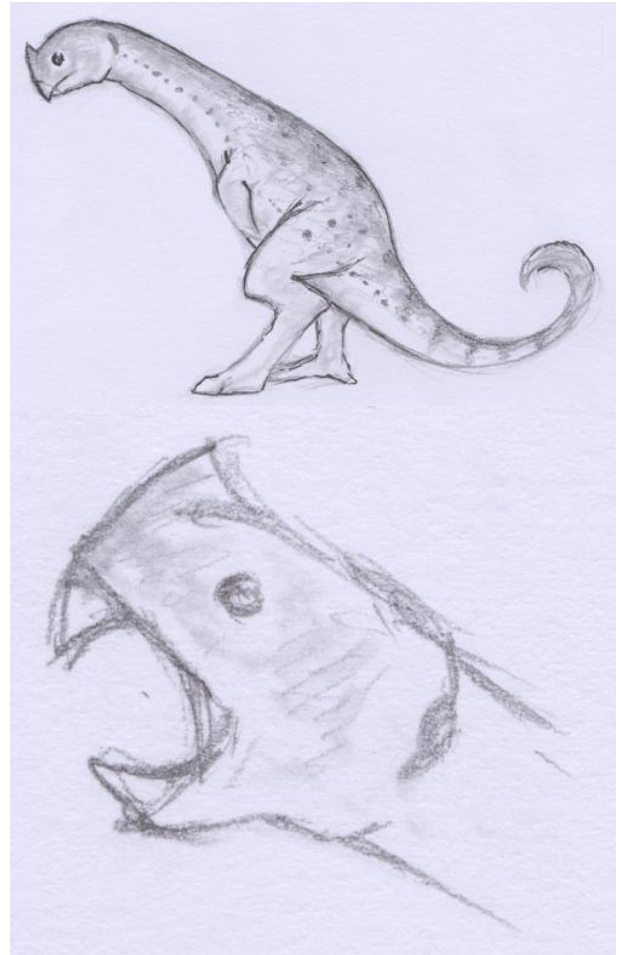
We eventually bought a kentirin from the locals, which proved surprisingly effective in driving them away! – Gil Masharl



A couple of hykrons



A hykron



Head detail

Source: Inktober 2017

Ilsiin

A large winged creature, used as a mount by the knights of the order of Tomaan.



An Ilsiin

Sources: Chat with Mike Thorp, Inktober 2017

Jeskir

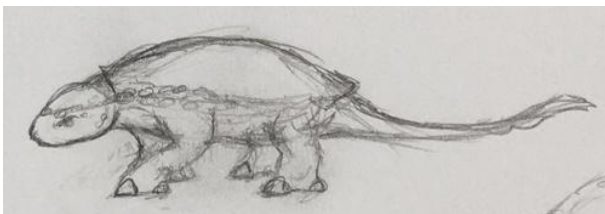
A predator.



Source: Inktober 2017

Lesser Kedah

At present only known from sketches retrieved on the body of an unfortunate biologist.



A lesser kedah

Author: Mike Thorp

Source: Chat with Mike Thorp

Onsegar

The noble onsegar will often hunt the erillai and hadera of the great migrations, so the Casanii will do their best to deter them. If the young are captured then they can be trained as dangerous but loyal mounts.

Source: *The Twilight Traveller Issue 7*

Oreg

A creature from the Casanii Territories.

A Short Treatise on the Habits and Uses of the Oreg

– Kyir, of Karuk College

Physical Features

The oreg are shorter at the shoulder than the fubarnii, but longer and bulkier animals. Their front legs are short and firm-footed, their back legs much longer and incredibly muscular. Their large and strong beaks are mostly good for browsing vegetation, and they have quite rounded bodies and stubby tails.

The kopa exhibit a number of features not found in the sempa or jenta: kopa grow large spikes on each shoulder, which are extremely tough and very dangerous weapons. They also have thick and hardened brow-ridges of bone

to protect them from impacts to the head, and their back is covered by an armour formed out of thick bony ridges.

Behaviour

The sempa are generally quite docile animals, and pretty useless to anyone. Oreg meat is tough to the point of being almost inedible, and they produce no other significantly useful by-products. The kopa are another matter, and they are some of the most bad-tempered, stubborn, pointlessly aggressive creatures a fubarnii could ever have the misfortune to come across. Oregs are mostly herbivorous in the wild, but will eat carrion if they chance upon it.

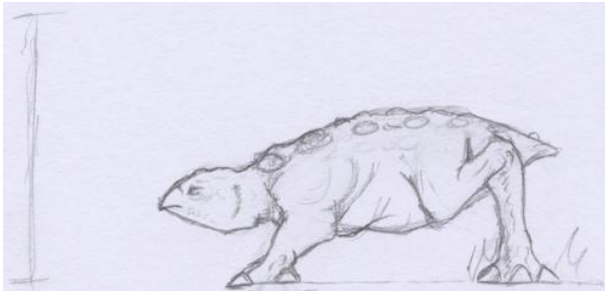
Each kopa will generally have 2 to 5 sempa, and along with their jenta they will roam around in small family groups. When two families meet, it is common for the kopa to joust, using their large hind legs to launch themselves at each other, grappling almost in mid-air at times. These contests can result in serious injury and even death. The defeated kopa will generally lose one of his sempa to the victor.

The sempa tend to back away along with the jenta in times of trouble; kopa rarely flee from anything, giving them a solid reputation for stubbornness. Capturing an oreg is a very risky business and many a fubarnii has died in the process. It is not only fubarnii who can regret taking on an oreg, though, as they will almost always fight rather than back down (even against a devanu or grishak!), and their shoulder-spikes can cause very severe damage or even on occasion kill even large predators. That is not to say the oreg would usually win such a fight – it would be immensely rare for one to survive tussling with a devanu – but the cost of killing one can be surprisingly and painfully high.

Domestication

Despite the seemingly useless nature of these beasts, fubarnii across the Empire have found a reason to capture oregs and even breed them: pit-fighting. Oregs are bred for the toughest and most muscular kopa, and then sent into the pit to battle it out – as, of course, it is in their nature to do. Establishments can be found in many towns and cities offering the chance to see the breathtaking if cruel spectacle; as long as a businessman is prepared to go to the bother of capturing a few oregs or finding breeders prepared to go to a new fighting-pit: digging out a pit and adding fences is easy, as is creating some viewing platforms and possibly a betting stand to make a little extra for the owner.

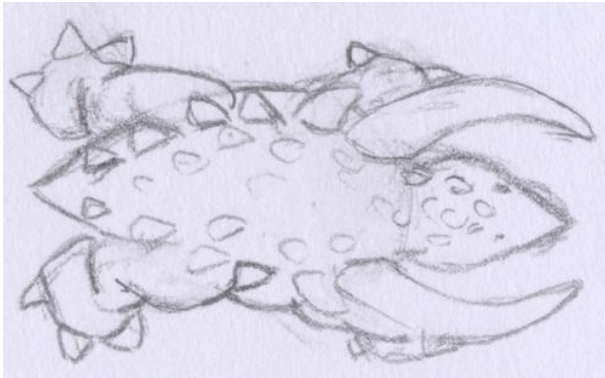
Despite the dangers inherent to the capture and breeding of oregs, breeders continue their trade as the best kopa for breeding fetch large sums.



An Oreg Sempa



A Oreg Kopa



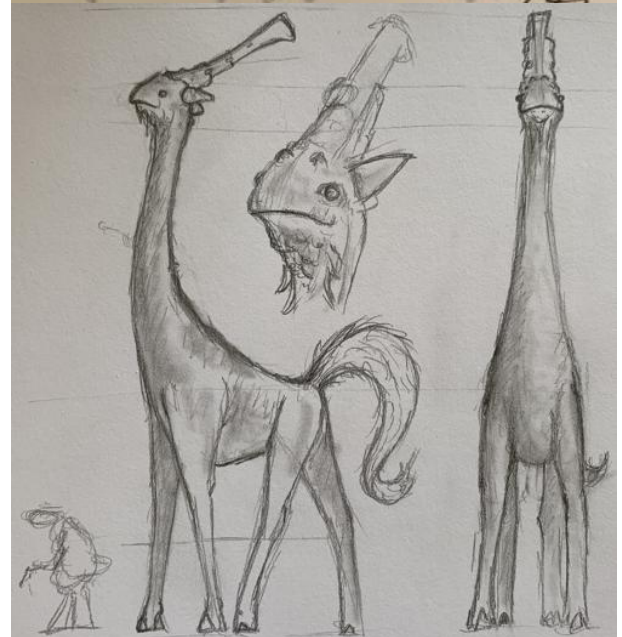
Author: Jubal

Source: <http://forum.worldoftwilight.com/index.php?topic=77>

Quosiin

The long-necked quosiin are one of the most elegant denizens that I encountered during my travels in the Casani territories.

I was quite astonished to see the quosiin fighting off an attack by a pack of felexin. A single blow from the beast's long legs felled one of the attackers, the rest of whom fled immediately. – Gil Masharl



The quosiin are similar in height to the dompaku.

Source: Inktober 2017

Rakla

The rakla are part of the same family that includes the kelahn and other smaller predators like the alora. These predators are notable for their tooth-like structures that have formed from their beaks.

The rakla are efficient pack-hunting predators and scavengers who will work together to take down small to medium sized prey. Wild rakla live in large packs of up to twenty individuals (including jenta), with a balance of kopa and sempa. All except the youngest jenta will participate in hunting for food.

Source: Chat with Mike Thorp

Renteli

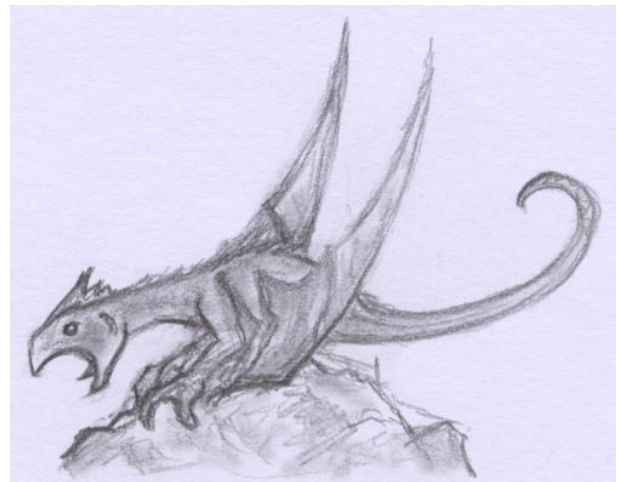
Flocks of screeching renteli make their communal nests on cliffs, or in old trees across the Casanii territories. They will even make use of old, deserted garkrid mounds, making nests among the craggy outcrops.

If disturbed, the little renteli will make an immense racket, scaring away potential attackers with shrieks that can be heard from miles around. – Gil Masharl

Flocks of renteli live together, building and using a communal nest. Over time, the old egg material is compressed into distinctive towers.

Size

Wingspan of about 30 cm.



A clutch of Renteli

Source: Inktober 2017

Sakuu

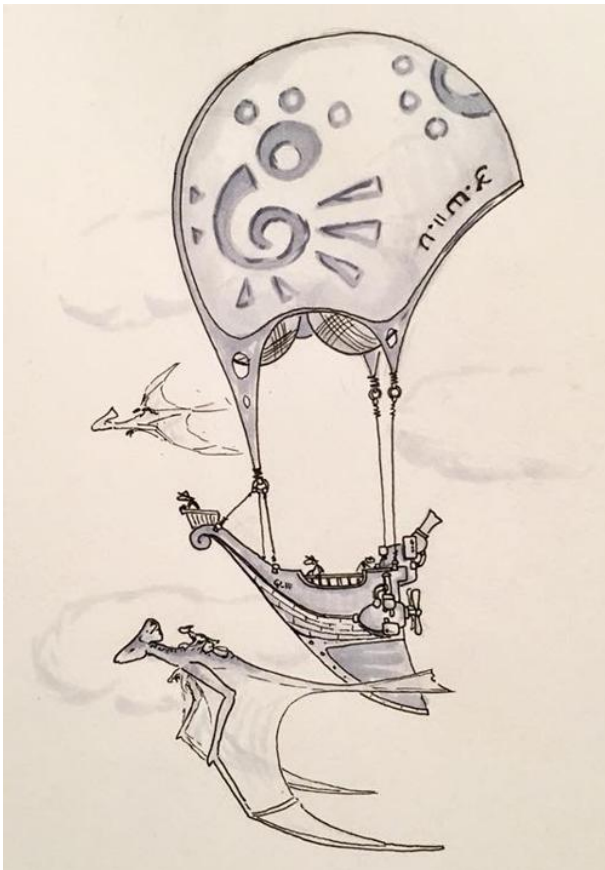
A lizard-like creature native to the Casanii Territories.



Source: *Twilight Traveller Issue 9*

Taleriin

A huge winged coastal creature, mounted by the Casanii.



A couple of Taleriins accompanying an airship

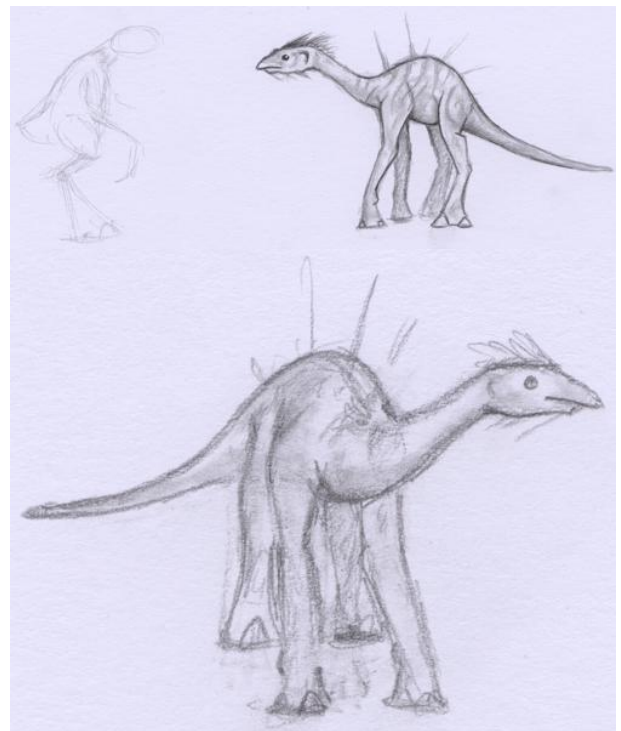
Author: Mike Thorp

Sources: *Conversation with Mike Thorp, Twilight Traveller Issue 9*

Toku



A toku

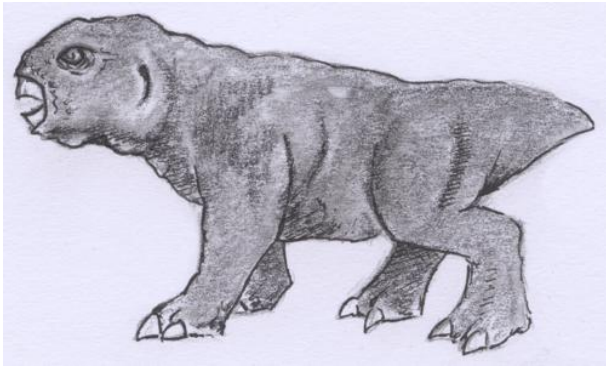


Source: *Inktober 2022*

Tramuht

Alternate spelling: Feral Mutt

The powerful tramuhts are a combination of pets and protectors that are a permanent fixture in most feral packs. The youngest ferals who join the pack are expected to care for the tramuhts and in doing so develop strong bonds that serve them well until they are old enough to rejoin the tribe.



A tramuht

Source: *Twilight Traveller Issue 9*

Central Empire

Akarri

The akarri are generally slow creatures, however their powerful legs allow them to leap or charge short distances.

Their powerful four parts beaks open like a giant claw.

Their small arms have dexterous hands that helps their foraging.

Akarri have very thick leathery skin, giving them reasonable protection against predators.

Akarri are very protective of their young.

The kopa are extremely aggressive, and are often found alone in the wild, except during the mating season.

The akarri's feathers, which very very bright colours on top and darker ones on the bottom, are used in mating rituals, and to attempt to frighten predators off.

Akarri are omnivorous.

Jenta stage

The jenta are about three feet tall, their small wings aren't developed enough to allow them to glide.

Sempa stage

The sempa are five to six feet tall and sport feathers. Their wings are mature and allow them to glide. It is not uncommon to find one that has run away from its pack.

Kopa stage

The kopa are about seven feet tall, their wings reaching a span of about fifteen feet.

Taming

A few fubarnii have managed to tame and train jenta akarri, and use them as war mounts. The earlier in life the akarri's training starts, the stronger the bond between trainer and mount will be. A tamed akarri will revert to its wild state if its trainer ever dies.



An Akarri



Author: Scalifano

Source: <http://forum.worldoftwilight.com/index.php?topic=81>

Alora

Small critters native to the marshlands around Larigal and Lanakar. They are often domesticated by the local fubarnii in order to hunt the local droba.

Alora are close relatives of skerrats, found across the Empire. They usually live along the rivers and are treated with affection by the riverfolk.



Sources: Anyaral: Civilians of Lanakar Kickstarter, Update 3, Inktober 2022, The Twilight Traveller - Rivers of Anyaral

Armoured Eruk

The eruk are a versatile breed, and the Knights of Dimor train them to be used as armoured mounts.

Ashti

Alternate spelling: Ash (diminutive)

A race of critters, quite easy to tame.



An Ashti

Source: Inktober 2019

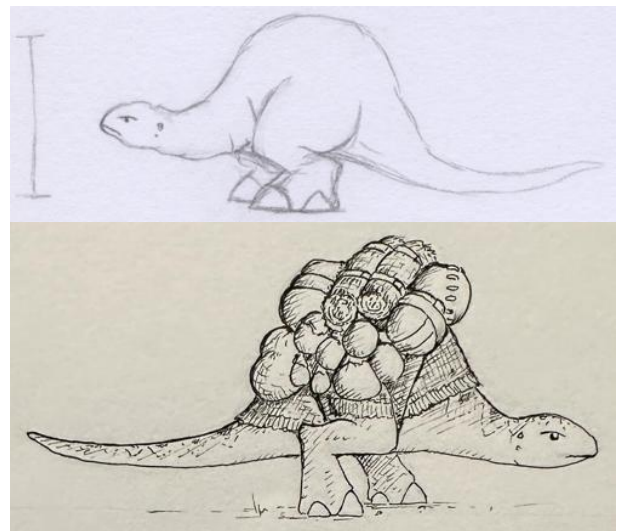
Baruk

Pronunciation: ba-ruhk

The baruk have been adopted by nearly all the trade families of Larigal as a reliable means of transporting goods. They are not as fast as the enuk and cannot carry as much as a belan, but their hardy demeanour and constant, plodding gait are perfectly suited to the purpose and humble trader can carry a wealth of goods on just a couple of these beasts.



A Baruk



Source: Chronicles of Anyaral

Beasts of Burden

Within the Central Empire there are generally roads good enough to use carts pulled by beasts, but in the more remote areas the roads are unreliable and most traders prefer to transport their goods on the backs of beasts of burden such as the doughty enuk or the mighty belan.



Source: Chronicles of Anyaral

Belan

Pronunciation: bey-lan

Large beasts of burden employed by many of the fubarnii clans.

The belan are huge creatures and only the most wealthy of trading families can afford to rear and train them. However no other beast will draw such a welcome as when a belan makes its ponderous way into town, laden with all the heavy luxury items the fubarnii could hope for.



A Belan

Source: Chronicles of Anyaral

Bimerla

Also known as: Bimblar

This cautious creature lives in small family groups along the rivers of the empire. They are preyed upon by some of the larger predators, so are constantly on the lookout. When danger is spotted they will scatter into the undergrowth to evade their attackers.

Region

Eastern Lakes and Central Empire.

Habitat

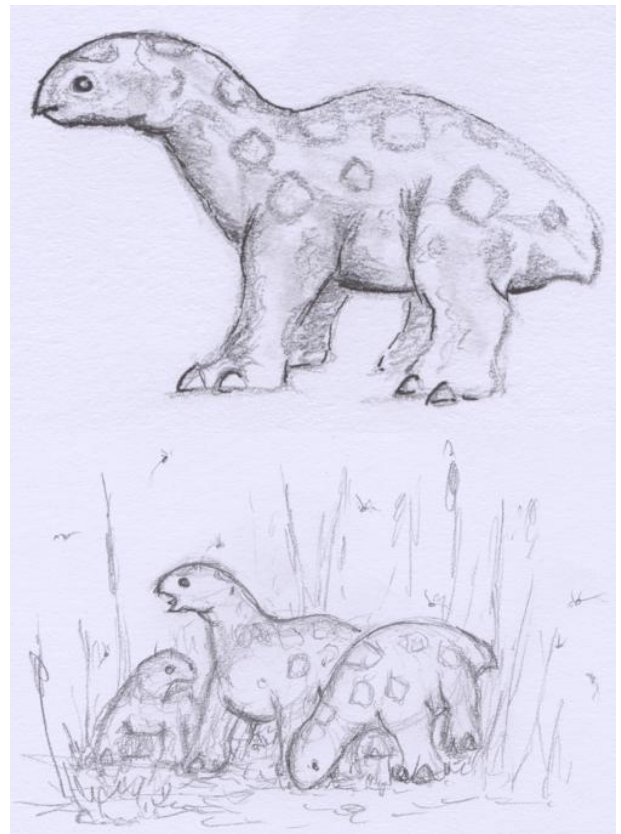
Bimerlas live and nest alongside rivers throughout the empire. They are generally found in overgrown regions or near woodlands.

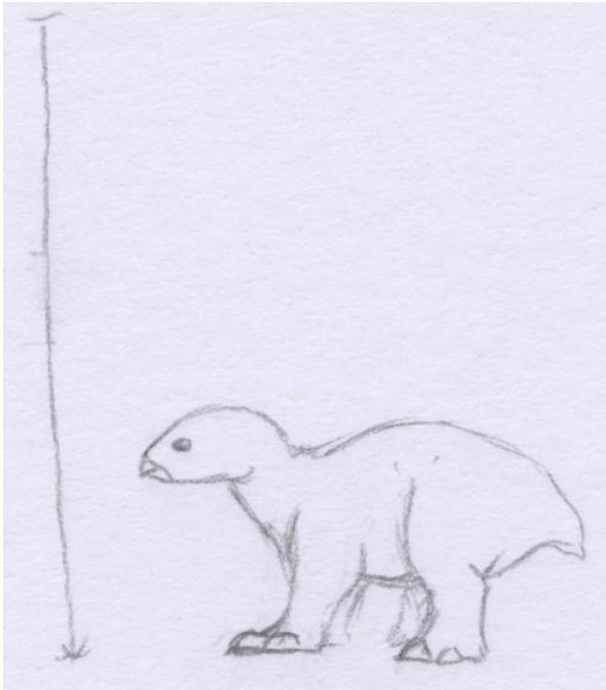
Size

Bimerlas are 50 to 50 cm long and about 30 cm tall.



A Bimerla





Author: Mike Thorp

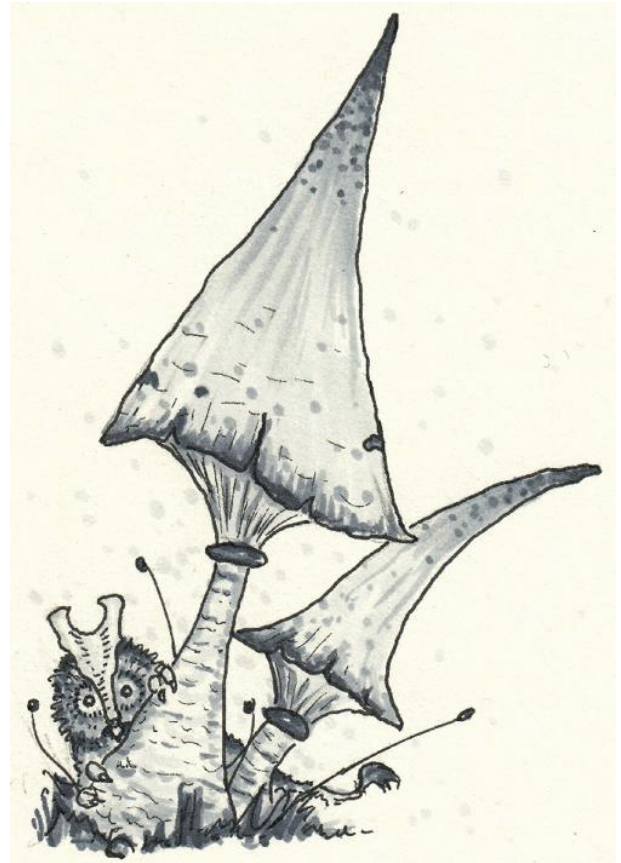
Botalan

A bipedal mount, somewhat larger than an enuk.

Source: Civilians of Lanakar Kickstarter, Update 7

Brushtailed Geruhtu

I only once caught a glimpse of the incredibly shy nocturnal brushtailed geruhtu. I spotted the tiny critter sneaking into our camp but it sadly fled as soon as it caught sight of the sleeping kentirin! – Gıl Masharl



A Brushtailed Geruhtu

Source: Inktober 2017

Chatik

Alternate spelling: chattik

Region

Domesticated across the Empire.

Habitat

Highly varied.

Size

60 to 80 cm tall.

Diet

Grubs and grains.



A chatik



A pack of chatiks



Countess Delineri

Lady Aleksahn's pet opahr (she's a big softie really).

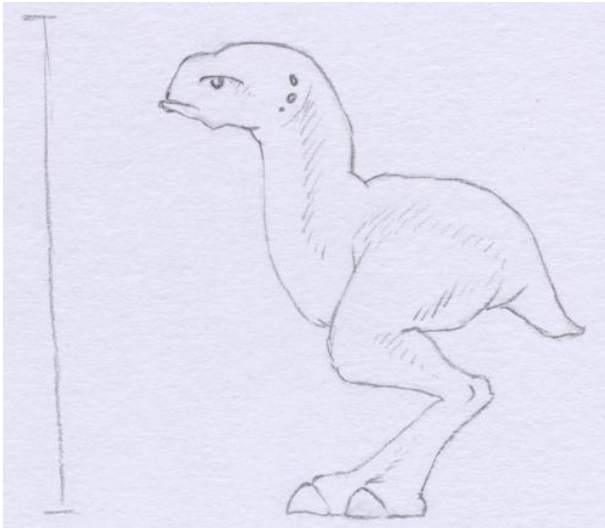


Sources: Inktober 2017, conversation with Mike Thorp

Denuk

Also known as: EnuK Vulgaris

At the bottom end of the EnuK spectrum is a less noble beast, dubbed the Denuk. Smaller than the doughty mounts that are used across the empire, they are just about serviceable as pack beasts. I am sad to say that their owners tend to find that slight gestures have little effect and loud shouting or a short stick are more effective when they want them to behave...



A Denuk

Source: Anyaral: Civilians of Lanakar Kickstarter, Update 5

Deyak Alora



A deyak alora



Dilymok

This species has a distinctive little crest. The traders tolerate them stealing the occasional piece of produce as they are excellent at deterring other little pests that can be much more destructive!



Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Enar Vareen

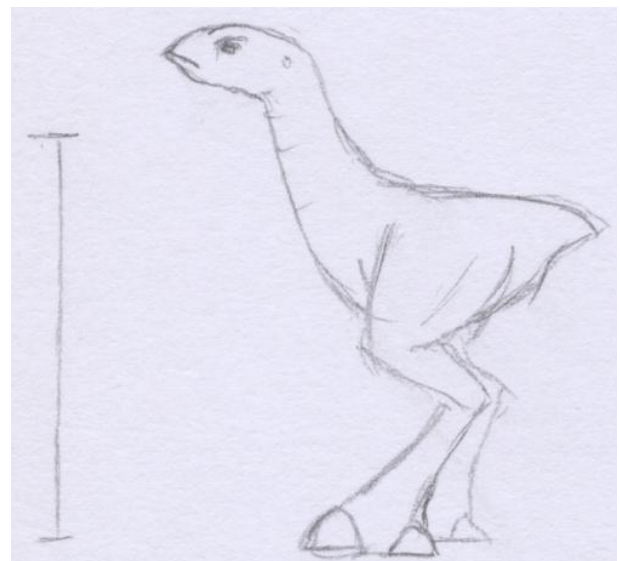
These horrific creatures prowl the northern Empire, feasting on those unfortunate enough to cross their path!

Eruk

Small bipedal riding beasts, often employed by fubarnii. They are a diverse species, and many different subspecies have been bred for different roles.

Many within the Empire would claim that the humble eruk allowed the Empire to grow to what it is now. They will eat almost anything and can survive and traverse the most difficult of environments.

Various breeds of eruk are used as mounts and pack beasts by nearly all the clans of the Empire.



An Eruk

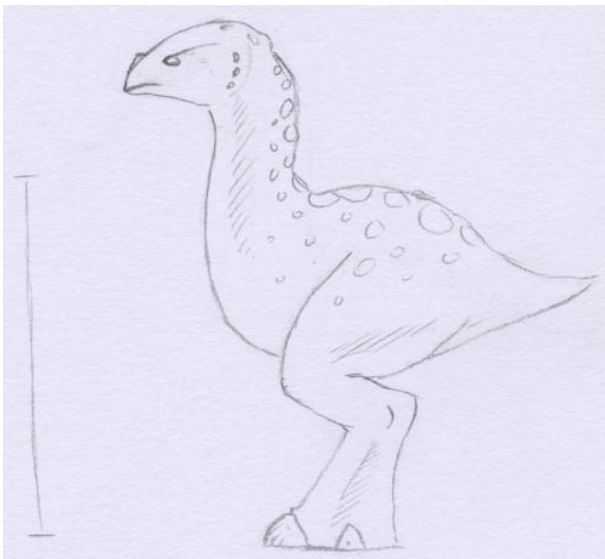


From left to right: E nuk, E nuk Vulgaris, E nuk Nobilis

Source: *Chronicles of Anyaral*

E nuk Nobilis

The E nuk Nobilis is a proud well-bred beast that is so well regarded that pretty much all of the breed are considered to be property of the Emperor. Once trained they obey even the slightest gesture and are almost unshakeable under pressure.



An E nuk Nobilis

Source: *Anyaral: Civilians of Lanakar Kickstarter, Update 5*

Erigan

A type of packbeast.



An erigan

Garuk

A small bipedal mount employed by some members of the Delgon priesthood.



A Garuk

Herð Beasts

Herders look after a wide range of beasts, including the doughty E nuk and the mighty Belan. These herds are valuable, but are often under threat from wild predators or even bands of devanu.

Source: *The Twilight Traveller Issue 1*

Holdorna

Also known as: Coracle pet

A semi-aquatic creature found along the waterways of central Anyaral. They aren't generally domesticated, but will often follow riverfolk caravans where they are usually treated with scraps and leftovers.



Inirok

The amphibious inirok are equally at home on land or in water, using their powerful tails to swiftly propel them, even when being ridden by the armoured knights.

They originated in the Moeras region, foraging among the vast marshlands, but were domesticated many generations ago and are now found throughout the empire, even in the colder Northern clans. The loud whooping cries of the kopa are common along the waterways, particularly during mating season when the kopa will vie for dominance with ornate vocal performances.

Diet: Fruit and vegetation

Literally meaning “water horse”, these semi-aquatic animals can move through water with ease, propelling themselves with their large paddle-like tail and webbed front claws. Their ancestors were likely similar to the Elroga, however as they moved to a more land-based

life, their skin softened and they started growing fur. The larger members of the species typically become pack leaders. They develop a notable throat sac, which allows them to make a number of different sounds and calls that help bring the group together. The mount of choice for the River Knights, these beasts are also used by the fubarnii to pull small rafts of goods across narrow water courses.



An Inirok and its Knight

Sources: Martin Clark, *The Twilight Traveller - Rivers of Anyaral*

Jalook

Small critters native to the marshlands around Larigal and Lanakar.

Kentirin

The swift-footed kentirin are commonly kept as pets in the villages of the central empire, helping to control small garkrid or pagiferous infestations. – Gil Masharl



A Kentirin

A kentirin is approximately 18 inches tall.

Source: Inktober 2017

Lorsaan

A huge pack beast.

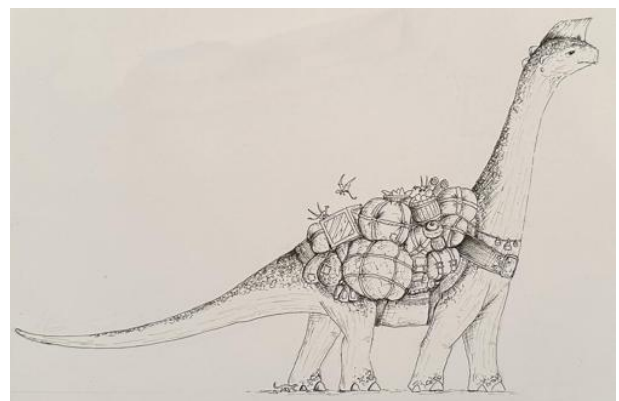


A Lorsaan being loaded with baggage

We paused our travels briefly at the crooked tower of Geliad. I had initially assumed the tower was on the brink of collapse, but was assured by the locals that it was all part of their local engineer's eccentric but deliberate design! It now serves as an outpost where traders rest before braving the Moerasii marshes. We were fortunate enough to see a domesticated lorsaan being loaded with baggage. It never ceases to amaze me that such behemoths wander our lands. – Gil Masharl



In the caravan, the Lorsaan towers over all other creatures



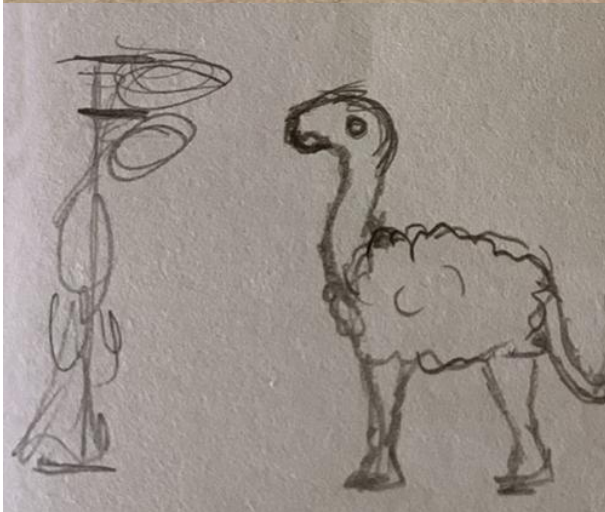
Sources: Inktober 2017, <https://www.kickstarter.com/projects/anyaral/world-of-twilight-the-crooked-trade-outpost>

Naliks

A bipedal herd animal, mainly found in the rolling hills

around Esonto. The domesticated beasts are well cared for and return when summoned by the bells of their provincial herders.

Some farmers have been known to train them to form naliks pyramids, reaping quite a lot of success at the local village fetes.



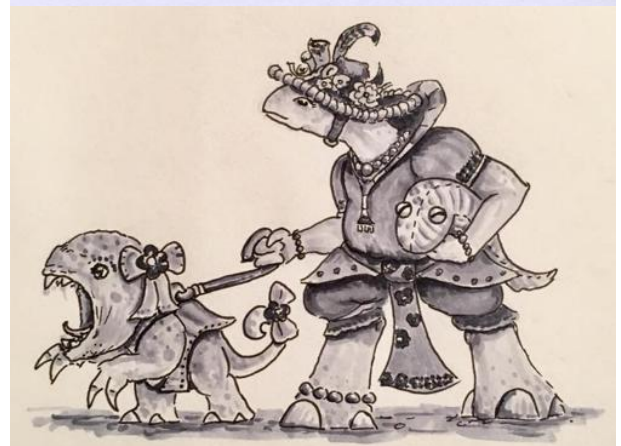
Engineer Moepir's career as a biologist was mercifully short...

Source: Inktober 2017

Opahr

These critters are known to have made their nests in the deserted tunnels beneath Gar Loren, and have infrequently been taken as pets by local nobles.

Opahrs are 40 to 50 cm tall.



A domesticated(?) opahr

Source: Inktober 2017

Pagefourus

Alternate spellings: Padgie (colloquial); Pagiferous; Pagiforus (archaic)

An elusive critter of Anyaral, and the bane of gardeners.

A group of pagefourus is called a pandemonium.



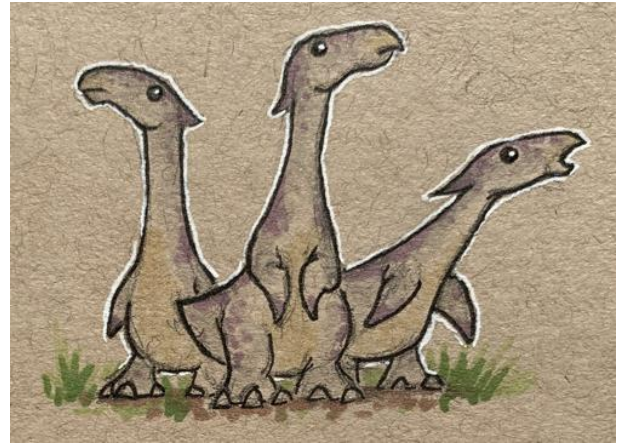
A Pagefourus



A Couple of Pagefourus

Sources: The Compiled Twilight Traveller Issue 2,
<http://forum.worldoftwilight.com/index.php?topic=1901>

Polgin



Ratihka

These tiny creatures can produce very loud squeaks and chirps. The Riverfolk are known to tame them and use them to relay simple orders and instructions to their boat crew.



River Akitiin

The vast majority of this serpentine creature lies beneath the water. It is an ambush predator, snatching smaller prey and swallowing them whole. It can also use its strong body to constrict larger prey. – Atoran Burh

Diet: Large kyala and shoreline animals.

Aquatic akitiin are a true terror of the depths and the Pallirmai of Koheb tell of monstrous giants who aggressively guard their territories, swallowing entire ships in one mouthful. Smaller varieties can find their way into the freshwater rivers and lakes of Anyaral. It is even rumoured that there is a colony of the beasts living in the depths of the lakes of Southern Anyaral, but sightings are often blamed on too much mushroom smoke!

Source: The Twilight Traveller - Rivers of Anyaral

Ruhnko

Large, semi- amphibious creatures that appear to be equally ungainly on land and in the water. They can however show a surprising turn of speed when startled or annoyed, using their strong legs to throw themselves over short distances.

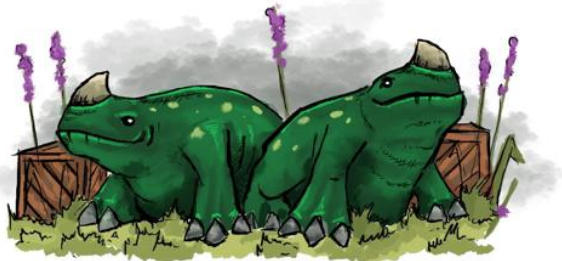
I have seen many ruhnko on my travels and they are one of the few beasts that I have been unable to find a way to calm. They have proved interesting to study from a

distance, but my simple advice is to steer well clear of them. – Atoran Burh

Diet: Fruit and vegetation

Ruhnko are some of the most cantankerous of wildlife to grace the waterways of Anyaral. Those who live on or along the river learn at an early age to give them a very wide berth!

The Ruhnko are not fundamentally aggressive, but do not like to be disturbed.



A couple of Ruhnko

Sources: The Twilight Traveller - Rivers of Anyaral, Twilight Day 2018

Trila

Domesticated trila are a common site across the farms of the empire. Their stiff tail quills grow rapidly and are valued in cloth making.

Region

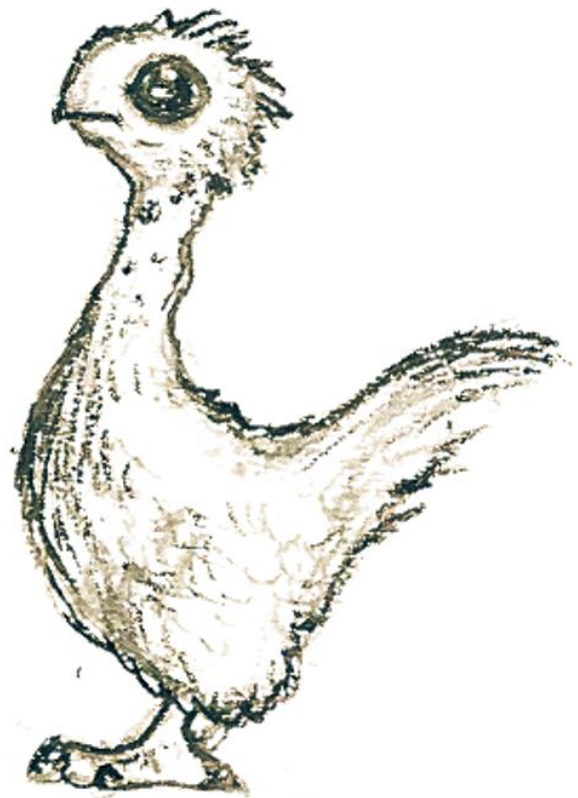
Central Empire

Diet

Seeds, grain and small garkrid

Size

20cm tall.



Author: Mike Thorp

Source: Chronicles of Anyaral

Tura

A herd animal, mainly found in the rolling hills around Esonto. The domesticated beasts are well cared for and return when summoned by the bells of their provincial herders.



A Tura



Source: Inktober 2017

Vareen

Not to be confused with the dreaded Enar Vareen, these are gentle herbivores, farmed for their wool.



A Vareen Farm

Voldie

A tiny critter, easily tamed and favoured by down to earth nobles who do not want the hassle of maintaining a PreePree.

Voracious Lesser Red Tip

A type of garo.

Chobana Mountains

Chobana Skerrat

Valued for its red fur, this breed of skerrat is particularly

aggressive.

Authors: Gary Lewis, Mike Thorp

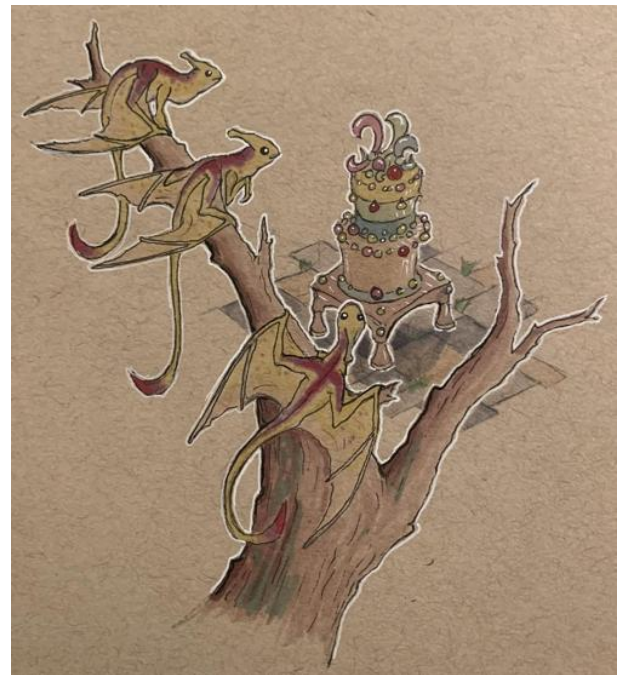
Source:

Empire

Lika

Muilor of Gethlir's pet and only companion, Lika is one of a remarkably long-lived species of large garkrid from the mysterious city of Majorn Anis, with vivid blue heads and wings and white bodies.

Authors: Jubal, Mike Thorp



Source: Inktober 2022

Yentir Skerrat

The yentir skerrats are common throughout the Central Empire. They are smaller and less vicious than the Setir varieties and are sometimes kept as pets.

In the more rural areas they are seen as pests and if not controlled the voracious critters can devastate crops. - Gil Masharl



Source: Inktober 2017

Scar

Jarla the Trader's old belan.

Authors: Mike Thorp, Shadowolf

Source: <http://forum.worldoftwilight.com/index.php?topic=1640>

Empire (Western Coastline)

Jaldoa

A smaller relative of the dompaku that the terali use as packbeasts, native to the low hills of Chobana, Teralin and Orel.

Habitat

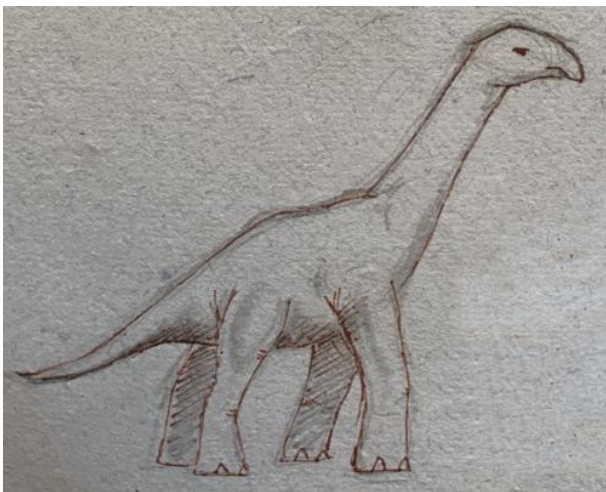
Low hilly regions.

Size

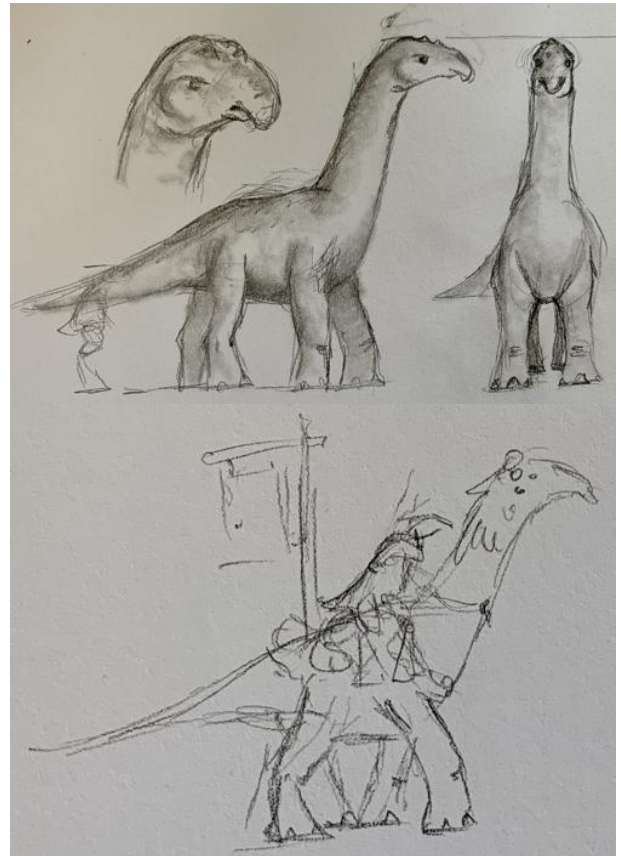
2 to 3 meters tall.

Diet

Tree foliage.



A jaldoa



Kobrauna

NuraSen Todahlin's mount is a kobrauna.

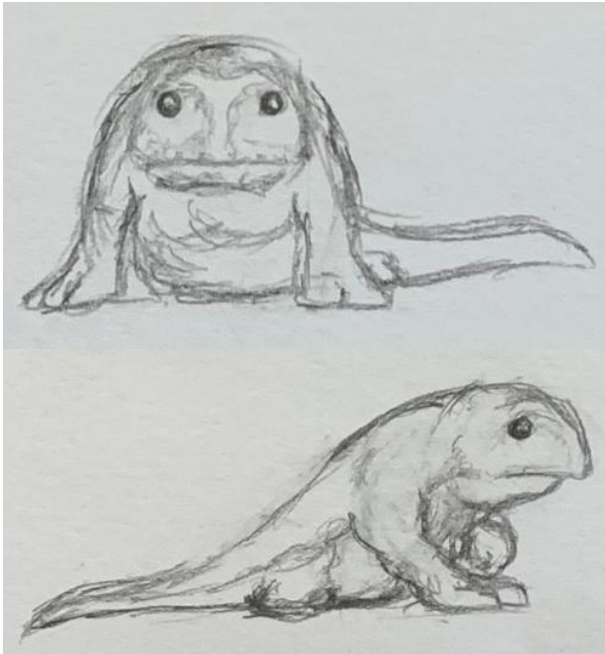


Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Olba

NuraSen Todahlin has a pet olba.





Source: Anyaral: Civilians of Lanakar Kickstarter, Update 7

Tarhoben

A flying creature, used as a mount by the fubarnii.



A Tarhoben and its handler

Author: Mike Thorp

Source: Inktober 2019

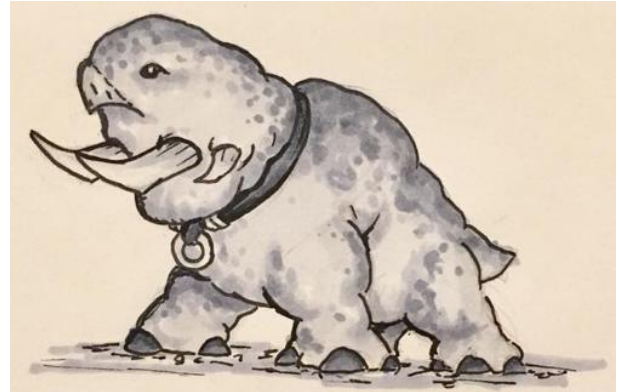
Terali Boliga

Also known as: Boliga

Opinion of the value of the Terali Boliga as a pet is divided. The Terali Boliga have been selectively bred as stubborn, sturdy guards and for a long time have been seen as a strong status symbol.

However, in recent years several senior Teralin nobles have become embroiled in scandals associated with illegal Boliga fighting rings and the breed's reputation has been seriously tarnished. – Gil Masharl

Terali boliga are dangerous, hard to train beasts that are banned across many of the clans. The Terali do however maintain a long tradition of using boliga as guard- beasts. The illegal sport of boliga-baiting has become more popular in recent years and NuraSen Todahlin is said to be a particular fan, reportedly losing vast sums of Delgon coin to the canny local bookmakers.



A Terali Boliga



A couple Terali Boliga chasing jenta thieves

Sources: Inktober 2017, The Twilight Traveller Issue 11

Terali Porogal

Also known as: Porogal

Native to the Teralin Coast, but domesticated and found across the Empire. Slow to pick up speed, but can maintain a relatively fast, lumbering gait over vast distances. Used by Danakan during her travels.

Habitat

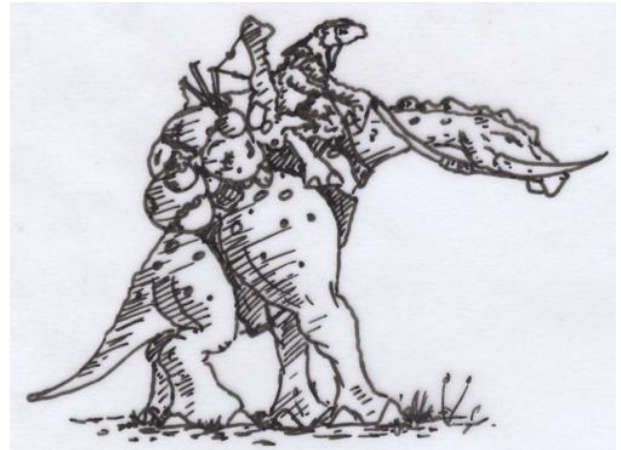
Low hilly regions and coastal.

Size

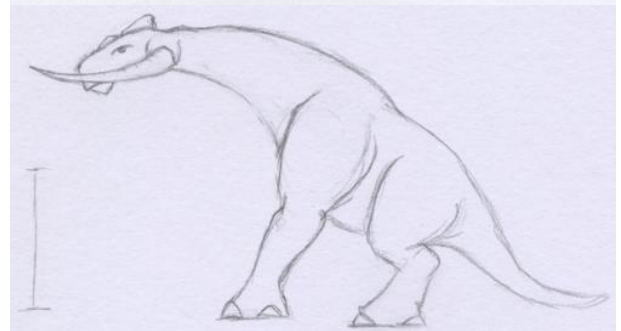
3 to 4 meters tall.

Diet

Tree foliage. Like the vorall, the Terali porogal have giraffe-like tongues that allow them to pull food towards them, and in the extreme can also shed their tusks.



A Terali Porogal



Head detail

Exotic Pets

Alideku

Breeds of domesticated alideku are found across the empire. Some breeds are used for hunting small critters, but most seem to be purely ornamental. Most alideku are mild tempered and easily trained, so make good companions for nobles who wish to show them off in court.

Contrary to the more robust PreePree, the alideku have very sensitive stomachs. As most nobles overfeed their pets, the poor things are constantly ill, and emit rather pungent smells from all their orifices...



An Alideku

PreePree

Alternate spelling: Pre-Pre

The PreePree were originally discovered in the remote lands of Koheb by those stranded in what eventually grew into Majorn Anis.

Although the hungry castaways decimated the small population of PreePree, a few were kept as pets for their pretty little crests. In recent years these exotic pets have become very fashionable within the noble courts and through careful breeding the PreePree have developed an impressive crest.

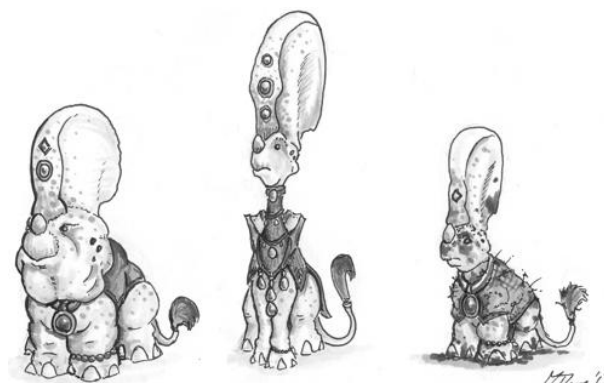
Purebred PreePree are ridiculously expensive and their owners will usually employ a small retinue of guards and servants solely for the purpose of protecting and caring for them.



A PreePree



A PreePree



PreePree come in all shapes

Source: *The Compiled Twilight Traveller Issue 2*

Koheb

TarGree

This close relative of the PreePree has been domesticated as an obedient little house pet. They are less sought after than their valuable cousins, but are of a much more amenable nature.

Habitat

Diet

Herbivore: leaves, fruit, fungi.

Size

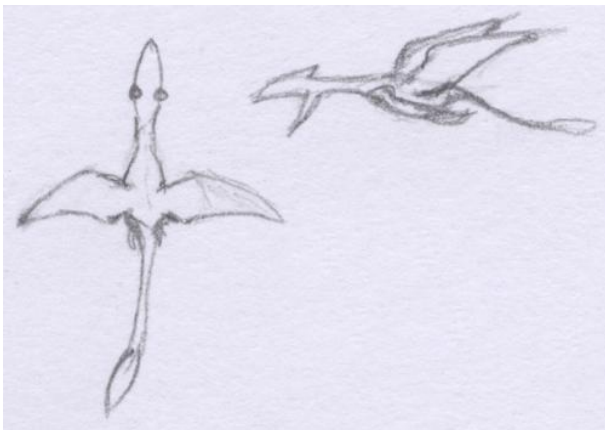
30 to 40cm tall



Author: Mike Thorp

Sources: Chronicles of Anyaral, Inktober 2017

Teera



A couple of Teeras

Author: artman

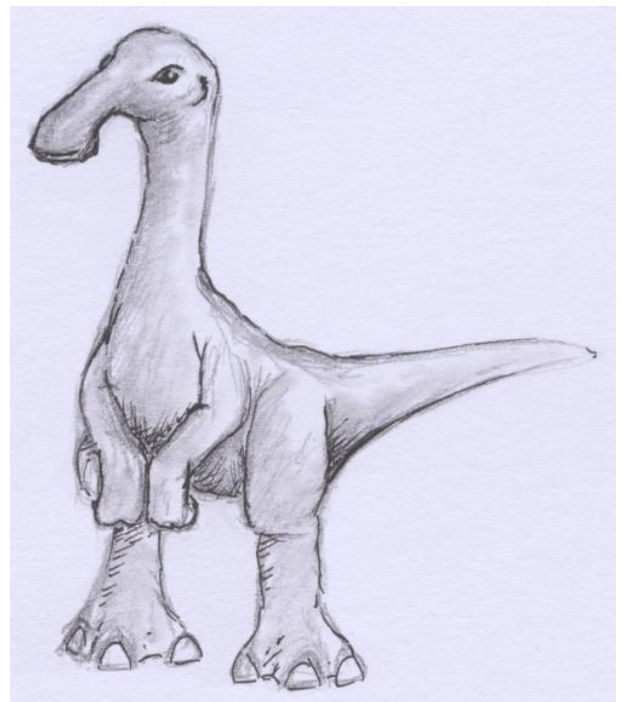
Source: <http://forum.worldoftwilight.com/index.php?topic=106>

Toloran

Used as a mount by the Toloran Knights, it is a well regarded species that has proven to be a popular choice for the most renowned stables of Gar Loren.



A toloran



A toloran

Source: The Compiled Twilight Traveller Issue 2

Traman



A Traman

Author: artman

Source: <http://forum.worldoftwilight.com/index.php?topic=106>

Uhnto Rasan

The much-reviled uhnto rasan are found in the forests to the north of Majorn Anís, their sharp claws and tough beak making short work of the tough, leathery eggs that they live on.

I find it fascinating that our dislike of ovivores runs so deeply across so many of the areas that I have

travelled. – Gil Masharl



An Uhnto Rasan and its litter

Source: Inktober 2017

Wild PreePree

The PreePree is believed to be extinct in the wild.



A wild PreePree (extinct?)

Moeras

Anbor

A large and powerful swamp dwelling quadruped from around the moerasi swamps. Not the friendliest or smartest of packbeasts, but very strong and capable of carrying their loads through the most impassable of swamplands through a mix of natural buoyancy and an innate ability to find stable pathways.

The anbor is a close relative to the slaimor. Traders who use them will often burn pungent incense to mask their strong, unpleasant scent.

Habitat

Marshes and swamplands.

Size

Up to 4 to 5 meters long.

Diet

Voracious herbivore.



An anbor



Golobaali

Alternate spelling: Golibaali

A medium-sized quadruped, domesticated by the southern clans around the Great Lakes, particularly the moerasi. Their large head crest resonates with their sonorous calls so they carry great distances. It is a true treat to hear a herd in song as the sun rises over the marshlands.



A Golobaali

Source: Inktober 2019

Hunting Garo

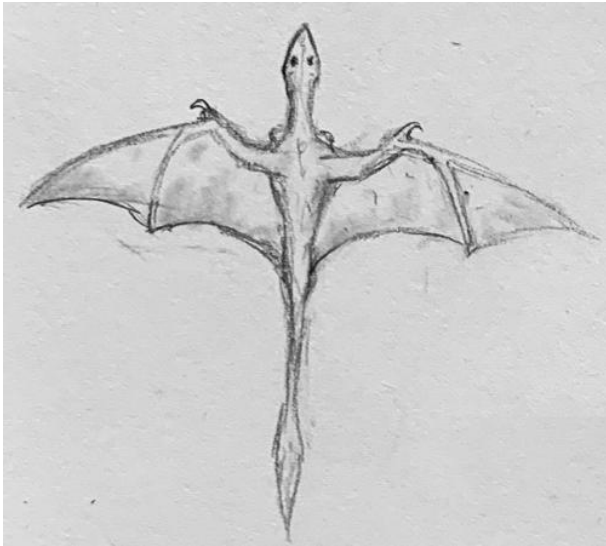
Alternate spelling: Garofalcon

The hunting garo breeders of Moeras have spent generations perfecting their charges, selecting for speed and elegance. A breeding pair of competition hunting garos can fetch a price comparable to the ludicrous pets favoured by the nobility of the central empire.

The moerasi nobility are trained from an early age to hunt small prey across the marshes with their garos.



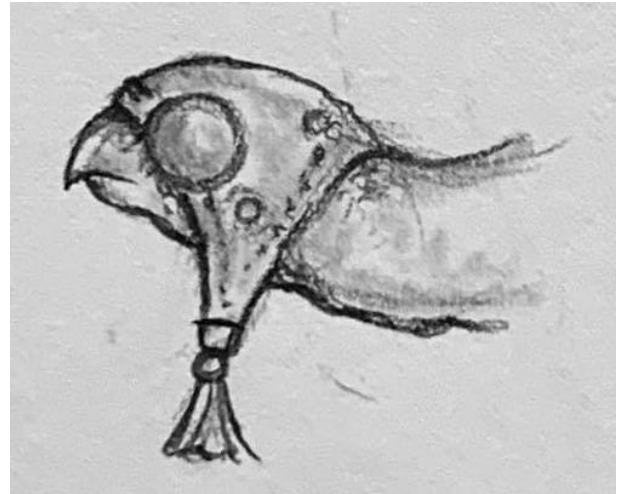
Side view



Top view



A hunting garo in full dive



A hooded hunting garo

Marsh Lohbess

The marsh lohness live in the long grasses around Moeras, feeding on small garkrid and fish from the shallow pools and tributaries that run throughout the area.



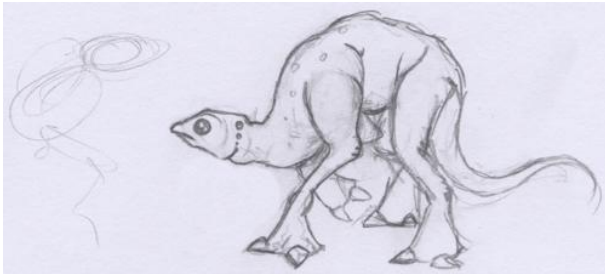
A Marsh Lohbess

Ochulan Doaka

The ochulan doaka inhabit the marshes of Enipel and Moeras. About 60 centimeters tall, their diet consists of swamp plants, garkrids and small fosser.



An Ochulan Doaka



An Ochulan Doaka

Ogechla

The ogechla are moerasi predators, 4 to 5 meters in length.



An ogechla



Relative size



Head detail



Orduch

Pronunciation: or dooch (the ch is pronounced like in the word "loch")

Also known as: Scaly Critter

Swamp dwelling garkridovores found in the marshes of Enipel and Moeras.

They are generally solitary, but during breeding season will gather in vast numbers. Some consider the associated chorus to be almost musical, but the locals are always grateful when the season passes.



Author: Mike Thorp

Source: Chat with Mike Thorp

Plort

Found along many waterways in the southern empire. Their shells are buoyant so they control their movement with small flippers and rely on their long necks to reach down into the water to graze on underwater foliage.



Author: Mike Thorp

Source: Chat with Mike Thorp

Slaimor

A foul-smelling, four-legged beast which produces poisonous vapour. Used in battle by a (very!) few clans. Their handlers wear special breathing apparatus.



Slaimors



A Slaimor

Torala

These huge creatures are found along the rivers and coastlines of the Northern Empire, their thick blubbery hides protecting them from the cold. They spend most of their time gently floating along in the water, or lounging on the banks.

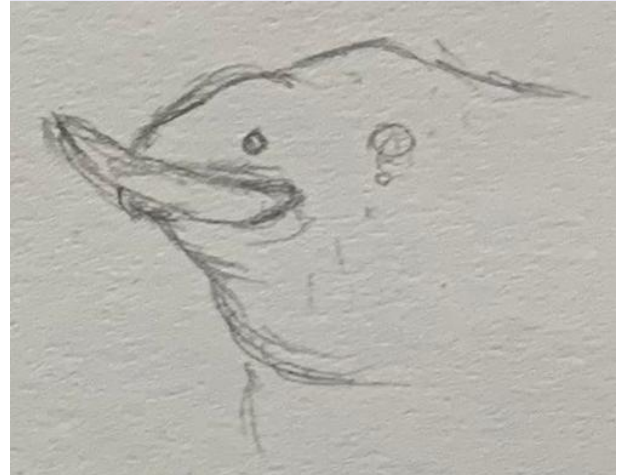
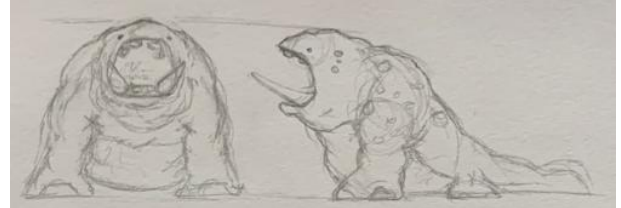
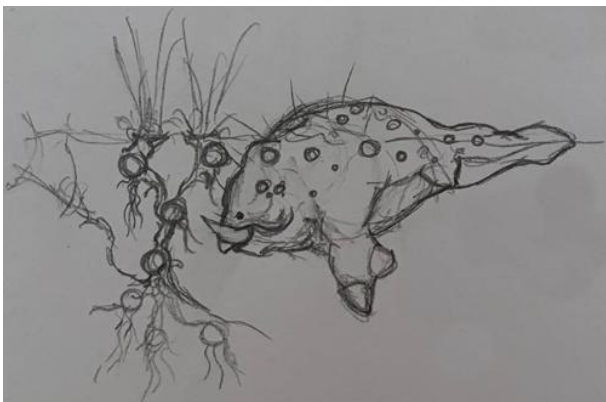
The largest kopa dominate their colonies, vocally and violently protecting their position from any that might intrude. The oldest Torala carry scars from many territorial battles and display them with pride. – Atoran

Burh

Diet: Riverweed

The massive torala are often seen wallowing along the rivers close to the Naralon forests and there are large colonies that have found homes off the Enguan coast. They are normally quite happy to ignore fubarnii, but if riled up can be truly terrifying beasts. There are numerous stories of boats and barges lost when unwary captains have failed to spot them in the water.

This large, semi-aquatic herbivore possesses two very strong arms. It can hold its breath underwater for long periods. It has small eyes and poor vision. Its tusks are used both for foraging and for defence. Most at ease in water, it is slow moving on land but even then remains dangerous.



Source: *The Twilight Traveller - Rivers of Anyaral*

Unnamed Critter 3



Mythological Creatures

Erogarah

While travelling through the marshy foothills of Galir, plagued by countless tiny biting garkrid, my guide told me many fantastical tales of the elevated erogarah, gigantic floating beasts who once lived in these lands.

The erogarah were very wise, kindly creatures but when the devanu of old started to hunt them with flocks of vicious kosok they chose to leave Anyaral forever and floated away over the Gethlon Sea, never to be seen again. - Gil Masharl



An Erogarah

Source: Inktober 2017

Leyariin

I am not sure if the elusive leyariin truly exist, or are just a myth, but during a short visit to Roda I heard many a tale of hunters encountering the elegant beasts, but being unable to bring themselves to loose their arrows, or watching it walk unharmed through their carefully laid traps. - Gil Masharl



A Leyariin

Source: Inktober 2017

Naralon Forests

Abrok

The abrok is a fearsome critter that is found in the Naralon forests. I've heard rumours of some being ridden by small trebarnii, but that is something I'll have to investigate... – Gil Masharl

Abrok are predatory creatures that are found throughout the Naralon forests. They usually hunt small creatures through the undergrowth but are intelligent hunters that can work together as an efficient pack to take on larger prey.



An Abrok with its hatchlings

Source: The Twilight Traveller - The Kedashi Swarms

Abrok Hatchling

Trespassers in the forests have been known to stumble upon young hatchlings that have become separated from the pack. The little creatures can prove surprisingly vicious if approached, and their sharp cries will usually draw the rest of the pack to their support!

Source: The Twilight Traveller - The Kedashi Swarms

Akitiin Egg

In recent years the eggs of the kellanian akitiin have become highly valued within the black market trade. Some of my colleagues from the great colleges learned to extract a strong hallucinogenic jelly from the eggs that has become fashionable within the highest noble circles and it is even rumoured the Emperor himself partakes. This has prompted many foolish fortune hunters into the forests, some of whom have even returned, telling tales of the terrors within. – Gil Masharl

The eggs of the kellanian akitiin are regarded throughout Anyaral as a delicacy and many brave adventurers will risk their lives to try and capture the delicious gooey orbs.

The adult akitiin are however very protective and will attack any who venture close to their nests, erupting from their underground tunnels and dragging unfortunate trespassers back to feed their subterranean offspring.

Source: Eggs! Scenario

Akitiini

The kellanian akitiin will lay its eggs in small nests throughout the depths of the forests. They are often concealed but otherwise unprotected. The eggs will crack open if disturbed and the hatchlings immediately gang together to hunt prey to feed their voracious appetites.



An Akitiini

Sources: Inktober 2020, *The Twilight Traveller - The Kedashi Swarms*

Arisianii

The ancestors of the trebarnii, that the Kedashi Queens turned into the current trebarnii stock over many generations.

Distant relatives of the fubarnii, the arisianii were very similar, with the major differences being longer limbs and a bony horn-like protrusion on their heads, which they used for scraping away tree bark in order to get to the juicy bugs hiding there. They had a stooped gait but were very high reaching when fully stretched. Mostly bipedal, they were known to resort to all four limbs when moving fast, using their arms more for balance than propulsion. They wore limited clothing, mostly covering their torsos.

They used spears and axes, with flint-like stone for the heads and a fibre and resin mix for the shafts.

The arisianii's horn is an evolved 'egg tooth', that the fubarnii are born with but lose in early childhood.

It is unclear whether any arisianii still exist, if they do they are likely living in the depths of the forests.



An Arisianii

Author: Klute

Source: <http://forum.worldoftwilight.com/index.php?topic=72>

Bagrun

Alternate spelling: Bagrunn

The bagrun are forest dwelling cousins of the larger belan that are seen acting as beasts of burden throughout the Empire. The bagrun have been selectively bred for their placid temperament and many trebarnii tribes make use of them to transport goods throughout the forest.

Occasionally some unfortunate beasts are chosen to act as bomb carriers, their baskets filled with ishkaru bombs so they can be ushered towards the encroaching enemies.

Beasts of the Trebarnii

The Kedashi queens rely on their trebarnii followers to lure dangerous creatures to ambush their enemies. The kelahn have been used for countless generations, but the more sophisticated bagrun bomb carriers appear to be a more recent invention, perhaps inspired by studies of the fubarnii engineers who live near the forests.

Source: *The Compiled Twilight Traveller issue 1*

BRONX

The bronx are solitary creatures that can live for up to 50 years. As they age, their rows of spikes grow larger and their hide thickens, to the point where only the deadliest predators (such as the kelahn) or the Delgon's most powerful weapons can hope to bring them down.

At the sempa stage of its lifecycle, a bronx will seek out a kopa to fertilise its eggs. The mating ritual involves much scratching of tree trunks and complex tail swishes. A typical clutch consists of 2 to 6 eggs.

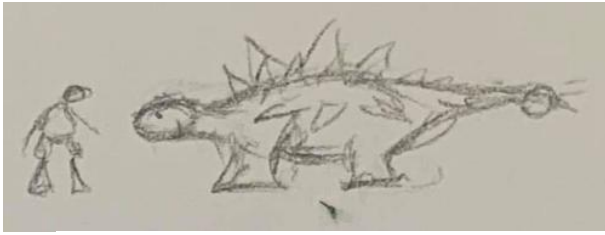
A bronx will typically grow into its kopa stage after it raises three to four litters. It will then carve a territory that it defends fiercely against predators as well as other bronx.

Bronx fights are extremely violent, and it is not uncommon that one of the combatants gets so grievously wounded that it falls prey to predators shortly afterwards.

The Kedashi queens will occasionally request of the trebarnii that they "borrow" a couple of bronx eggs from a clutch that is close to hatching. Once hatched, the newborn bronx will be trained as bodyguards to the queens. Once they reach the sempa stage, they are large enough that up to four trebarnii can ride upon them. The howlers in particular enjoy the opportunity of pelting their opponents with rocks from a safe position – it is a brave fubarnii indeed that dares to attack a bronx.



A Bronx



Author: Gary Weeks

Burrowing Akitiin

Alternate spelling: Tunnelling Akitiin ((aka))

The burrowing akitiin build nests beneath the ground where they wait patiently.

They can sense passing creatures and will erupt from their nests to drag small prey beneath the ground. I have learned to identify the distinctive marks and detritus that usually surround their nests, but this is by no means something I would rely upon when traversing their territories! - Gil Masharl



A Burrowing Akitiin

Carabus

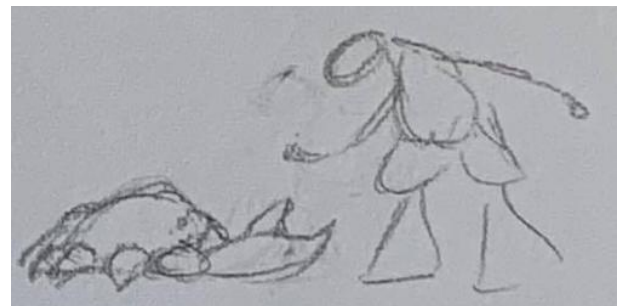


Author: Philip Willeins

Cridae



A Cridae



Author: Karl Pittom

Eru Kosok

A garishly-coloured breed of kosok native to the Naralon Forests.

Source: Chronicles of Anyaral

Fluffy Howler





Author: William Wright

Frenu

Airborne semi-intelligent creatures that occupy the forests of the known world.

The Fubarnii tribes who live close to the edge of the forests know of the frenu. These small harmless creatures can be dangerous to travellers when they form swarms, but most of the time they are just a nuisance - stealing unguarded food or shiny objects.

Unbeknownst to the fubarnii, the frenu are immature Kedashi. The frenu are born in their thousands, but very few live to maturity. The Kedashi queens can however muster an army of the youngsters when their lands are under threat and they do not care how many die in defence of those lands.



Source: The Compiled Twilight Traveller Issue 1

Frenu Swarms

When called to battle, the frenu are goaded into great swarms by their kaopi. While the individual frenu are weak, the swarms can prove truly terrifying, with vast numbers of the creatures blocking out the sun with their leathery wings and their powerful prying fingers tearing at clothes, armour and skin.

Source: The Twilight Traveller Issue 6

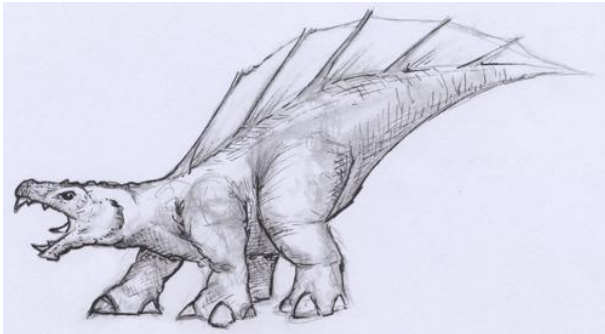
Grimblar

The grimblar is the one of the wildest creatures of the Naralon forests, causing unending nightmares for those few outsiders who have seen it and survived.

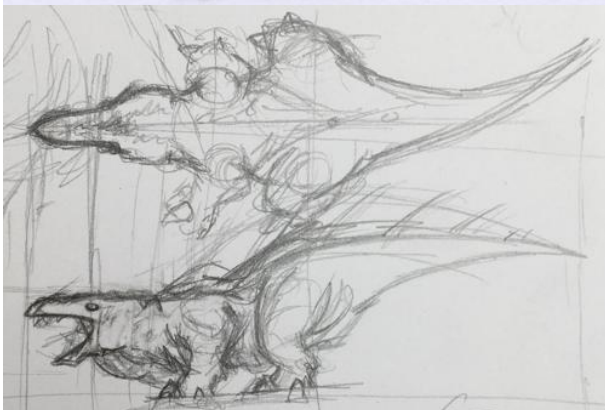
On top of being a large and scary creature in its own right, the grimblar emits a cloud of pheromones that unnerves any creature with its origins on Anyaral (those genetics cannot be escaped). The cloud's extent is not insignificant, and the forest's inhabitants know to retreat whenever they start feeling its effects, even if the grimblar is nowhere to be seen...

It is rumoured that a grimblar will regenerate any wound that does not kill it outright.

The trebarnii do not hope to train or control these beasts. At best they can lure their enemies towards their nests and leave the grimblar to do its nastiest!



A grimblar



An unfinished sketch of a grimblar, retrieved from the body of an unfortunate biologist.

Hendreek Kelahn

Alternate spelling: Hendrek Kelahn

The Kedashi queens have always found that the fastest way to drive outsiders away is to ensure they meet with some of the more terrible beasts that live within the forest, such as the short-tailed hendreek kelahn.

The trebarnii know these fearsome beasts of the forests well. They have learned how best to deter them from their homes and the mighty nest trees of the Kedashi queens. They also know how to lure the beasts towards their enemies then melt away back into the forests, leaving the monsters to wreak havoc.

Sources: The Compiled Twilight Traveller Issue 1, The Twilight Traveller Issue 6

Hunting Akitiin

Alternate spelling: Spitting Akitiin

These medium-sized creatures seem to be very well trained to work with their trebarnii handlers. Had I not observed it with my own eyes I would not have believed these simple creatures could be trained, but the bond between the handlers and their beasts seems almost akin to the close relationship between the Orelese and their graku. – Gil Masharl

A slightly smaller variety, these akitiin are found throughout the Naralon forests. They hunt by vomiting onto their unfortunate victims... they usually only hunt small critters, but have been known to attack in groups to take down larger prey that ventures into their territory.

They have been domesticated and trained by the trebarnii and are often seen skittering ahead of them into combat.



A Hunting Akitiin



Source: Inktober 2020

Ishkaru

Alternate spellings: Ishakrru; Ishkaru

A deadly, meat-eating type of garkrid that lives in the forests, and a food source to the tohkarri, which are immune to their stings. The trebarnii collect the grubs

from the nests to fashion bombs.



A few ishkaru



Ishkaru Bombs

Source: *The Compiled Twilight Traveller Issue 1*

Kaopi

Little is known about these semi-mythical creatures. They are believed to be larger relatives of the numerous frenu, but there have been very few reliable sightings of them.

The tiny frenu are seen throughout the outskirts of the forests, but only rarely are the great kaopi seen soaring through the canopy, often surrounded by their smaller offspring.

The kaopi can control the usually harmless frenu, summoning and commanding great swarms that can tear apart even the most powerful forces.

Source: *The Compiled Twilight Traveller Issue 1*

Keerit

A species of large, maggot-like, blind garkrid, whose queens dig nests deep into the ground. The large tunnellers break through hard materials, passing earth through their bodies and excreting the processed soil. Smaller carriers drag the waste away, building extensive tunnel networks behind the tunnellers.

The Kedashi have occasionally placed queens inside individual packages, that the trebarnii would then place inside fubarnii dwellings during overnight expeditions. Once they've freed themselves of the package, the young queens then begin to tunnel under the building, resulting in total collapse after a few weeks.

The existing tunnels located beneath empire buildings accelerate the process as the carriers clear everything out of them.

Author: Mike Thorp

Sources: 'Vengeance Of The Kiterak' scenario, Conversation with MNIke Thorp

Kellanian Akitiin

Alternate spelling: Great Akitiin

I have heard stories of enormous akitiin that live in the Navalon forests.

During my brief time there I am somewhat glad to say I didn't encounter one, even if they would have been fascinating to study. - Gil Masharl

The most fearsome of the akitiin only ever mentioned in hushed tones by the trebarnii - the kellanian. These huge beasts are found in the very depths of the forest and for generations have been seen as a great deterrent. In recent years their eggs have become highly valued within the black market trade. Some of my colleagues from the great colleges learned to extract a strong hallucinogenic jelly from the eggs that has become fashionable within the highest noble circles and it is even rumoured the Emperor himself partakes. This has prompted many foolish fortune hunters into the forests, some of whom have even returned, telling tales of the terrors within. - Gil Masharl



Jellied Kellanian Egg

The terrifying kellanian akitiin are found in the depths of the forests, digging pits beneath the great trees and waiting patiently for unsuspecting prey to venture close enough for them to ambush.

Trebarnii goaders have found they can lure these beasts to build their traps in the path of trespassing Delgon logging crews, then wait patiently for the ensuing chaos so they can eradicate any survivors.



An Akitiin



Source: Inktober 2022

Kitahii

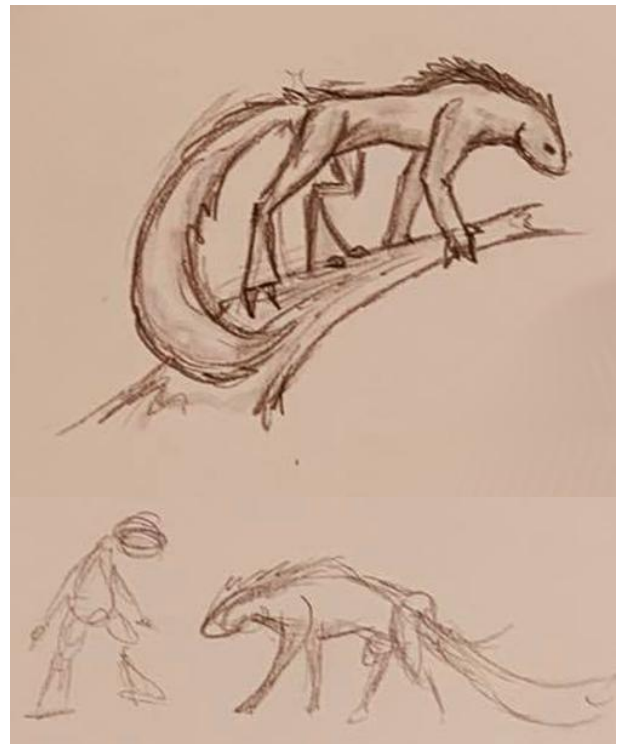
Alternate spelling: Kittahii

A large variety of skerrat, native to the Naralon forests.

The kitahii is a solitary predatory tree dweller. It is typically active at night (which does not mean it is a good idea to bother it during the day), when it uses its speed and nimbleness to hunt smaller critters, or larger creatures if the opportunity arises.



A Kitahii



Author: Joey Mordecae Dimmock

Source: Inktober 2019

Kotra

Also known as: Tree Critter

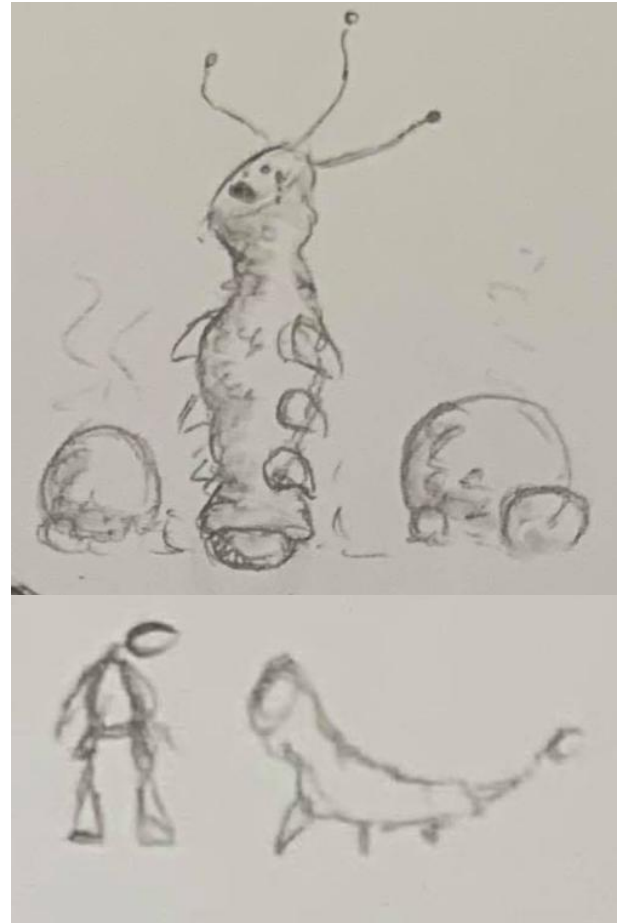
A critter native to the Naralon Forests. There are many species, including an especially elegant yellow-striped variety. The kotra can be tamed as pets, however are notorious for constantly claiming for attention.



Кидодүдо



A Kūdodūdo



Author: Jeanne-Lise

Kyatu

These small creatures climb amongst the tall branches where they make their nests.

Kyatu, especially the young, are a particular favourite of the devanu clan of the Ghost Claws.

On the other side of the spectrum, the trebarnii are also known to keep them as pets.

Friendly creatures for the most part, they will bite if aggravated and shout very loudly.



A Kyatu

Author: Lost Egg

Source:

<http://forum.worldoftwilight.com/index.php?topic=595.15>

Mekkrîd

A particularly vicious type of garkrid, the mekkrid are rumoured to be ambush predators, jumping onto their prey from a distance.

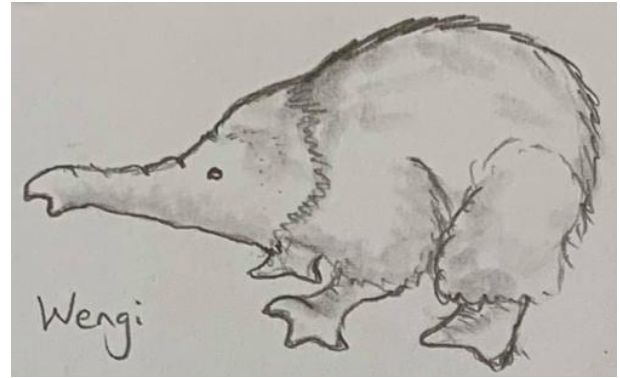
Naralon Wengi

A largish denizen of the Naralon forests, the wengi uses its long flexible snout for snuffling through the leaf-litter.

Following their discovery, the wengi have become quite popular as pets in recent years.



A couple of Wengi



A Wengi



Author: Nik Strychnine

Notes on the Diversity of Akitiin Native to the Naralon Forests

I've observed various species of akitiin throughout my travels. The akitiin are closely related to garkrid, but with tough fleshy skin rather than their cousins' thick shells. They seem to universally have a series of powerful claws that run laterally along their body, giving them a surprising level of dexterity and movement. Their simple but numerous eyes don't appear to give them long range vision, but the predatory species seem to benefit from being able to track their prey as they close. Many have a mane of sharp quills, some of which carry poison. Many of the varieties I have studied are venomous. Some, such as the lesser fanged akitiin of the Casanii, are extremely deadly.

The number of species of akitiin that I have observed within the Naralon forests is quite extraordinary! This is particularly true when it comes to the larger specimens. Given how many times I have seen them with the trebarnii I am forced to conclude that they are at least semi-domesticated and fulfil various roles. – Gil Masharl

Source: The Twilight Traveller - The Kedashi Swarms

Seldoath

Seldoaths are distant relatives of trebarnii, but seem to feel a kinship to their smaller kin. Adult seldoath live a solitary existence, but will often make their nests close to the howler tribes and spend their nights slowly swinging through the trees near the trebarnii.

They effectively serve as lookouts for the trebarnii and Kedashi. When outsiders approach they will take up the cry of the howlers, or drop from the branches down onto the unsuspecting trespassers, tearing through their victims with powerful arms and sharp claws.



A Seldoath in company

Source: *The Twilight Traveller - The Kedashi Swarms*

Sgru'bu

Alternate spelling: Sgru'ba

Sgru'bus are squat, waddling scavengers that reek of rotten vegetation. Easily identified by their backs full of bristles and large lower jaw, sgru'bus are found primarily in thick underbrush and underground. They are slightly taller than the typical fubarnii, although their spines account for half of that.

Completely blind, the sgru'bu detect odours, vibrations and temperature through six thick bristles spread across their lower jaw, augmented by the bristles on their back. When properly treated, the bristles make for fine quality writing implements. When bundled together, they can serve as a flexible replacement for short pieces of wood or metal. The spines are so sharp that they can easily pierce a devanu's skin.

A sgru'bu unpleasant smell is due to the thick, waxy substance that they exude all over their body, and which serves as a protective fungicidal coating. The fubarnii collect the wax and refine it, using it to protect stored food and goods from spoilage by fungi when stored underground. Care must be taken, as the wax has a bitter taste that is very difficult to remove.

The overly large jaw is used primarily to push through the thick undergrowth and loose topsoil that the sgru'bus live in. It also makes an excellent impromptu club, augmenting the defensive capabilities of the smell and digging claws. However, the weight of the jaw and the thick neck force the sgru'bus to turn their head to one side to bite or swallow most objects.

In the wild, sgru'bus favour shallow holes in dark, protected places, although it is not uncommon to observe groups rummaging on the outskirts of fubarnii settlements. While sgru'bus can be domesticated and raised for their bristles, their smell keeps this from being practical.

Sgru'bus hardly change in appearance as they move through their lifecycle. As they age, they gain an increasing number of bristles and the kopa grow dull scales along their top.



A Sgru'bu

Sources:

<http://forum.worldoftwilight.com/index.php?topic=118>,
<http://forum.worldoftwilight.com/index.php?topic=595>

Sprigg

The Sprigg is a distant relative to the Seldoath, the difference is the Sprigg is leaner and has a calmer temperament. Standing on their hind legs, growing a mane on their head that trails along their back, they also grow fur on their chests.

They spend their time climbing trees, using their long claws and sharp tail tip to forage for fruit and edible foliage, grabbing and cutting into them with ease. They can also use these as self-defence when they feel threatened, swiping their claws and thrashing their tail.

They have beaked mouths with teeth inside to cut and grind down foods, especially useful for the tougher foliage and tough-skinned fruits.

Spriggs can be tamed and trained from a young age to act as foragers, cutting down harvests from the trees to be collected. Training one for combat is more of a task as they act on their own unpredictable self-defence rather than aggression but given enough time and loyalty they will be better suited to defend those when needed.



A Sprigg



A Sprigg



Author: Katie Sprigg

Tohkarri

Alternate spellings: Tohka; Tokharri

The tohkarri are peaceful creatures that make their nests along the many small rivers that run through the Naralon forests.

They use their strong claws to tear open garkrid nests, relying on their tough skins to protect them from the vicious bites. The trebarnii make use of the tohkarri to carry the ishkarru bombs, having learned long ago that

they are immune to their stings.



A Tohkarri Bomb Carrier

Source: *The Compiled Twilight Traveller Issue 1*

Tourac



A Tourac



Author: Philip Reed

Utakrid

The utakrid are creatures of the garkrid family that develop wings when they mature as kopa, taking 10 to 20 years to reach that stage.

The sempa stage is aquatic and gregarious. Swarms of them congregate to build massive, tall floating rafts from old logs, branches and corpses, which they tether in place before laying large egg masses on them, which they then guard fiercely. The kopa stage is relatively short, but sees the development of the wings. The kopa fly over the forest looking out for the most impressive egg masses that they then fertilise. They defend the egg masses for several days, deterring other kopa (often

fighting to the death) and anything else that might threaten the egg mass before it hardens. During that time they also hunt, sealing prey within the egg mass to feed the hatchlings once they emerge. Once hardened, the kopa will leave in search of more potential egg masses.

The kopa's fragile wings generally last no more than a month or two before they are sufficiently damaged that the kopa loses the ability to fly. By that stage it is poorly suited to survive much longer in the forest.

A raft will occasionally break loose and wash down the river, with a swarm of sempa in the water around it and the buzz of hopeful kopa in the air... an impressive if very scary sight.

Once vacated, the grotesque if impressive hardened egg masses see many other smaller creatures take up residence. The masses themselves are large enough to clog up waterways, often completely changing the path of rivers.



An utakrid

Author: Mike Thorp

Source: *Conversation with Mike Thorp*

Vihrak

A flying creature from the Naralon Forests, and a notorious frenu predator.



A Vihrak



A Vihrak

Source: Inktober 2020

Yorali



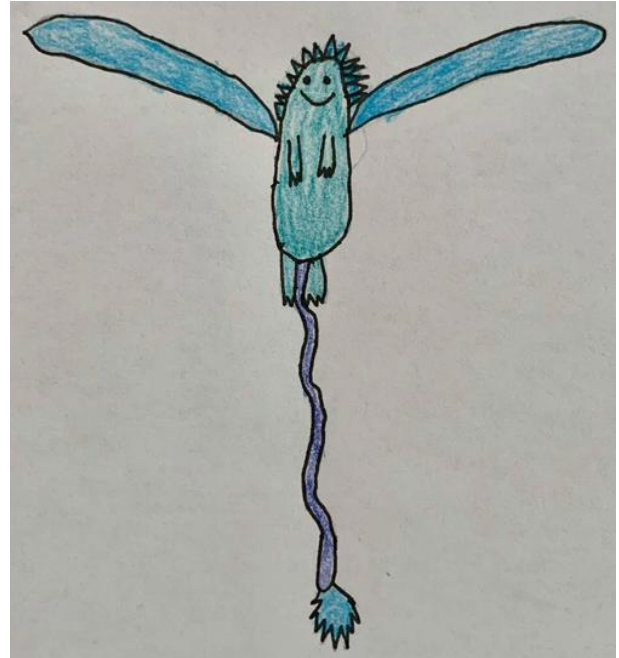
Northern Empire/Setir Mountains

A yorali

Zanbee

Alternate spelling: Zanbe

A small, quite spiky creature, the zanbee is native to the Naralon forests, where it gorges on the local garkrid.



A Zanbee



A Zanbee

Author: Emily Thorp

Doliir

The doliir are small furry critters that live in burrows in the lower regions of the setir mountains. They are seen as a mild nuisance by the Delgon.

Region

Setir Mountains

Diet

small garkrid

Size

10cm long



Author: Mike Thorp

Source: *Chronicles of Anyaral*

Elroga

The elroga is a semi aquatic creature that is found along the western coasts of anyaral, from the frozen coasts of the Enguan lands down to the warmer beaches on the coast of the Casanii territories. The Engu have a special connection to them and consider them to be a sign of good fortune.

Elroga are wild, playful creatures found along the Enguan coast. The Engu treat them with particular respect and the elroga will often follow them when they travel along rivers away from home. These far travelled elroga are seen as a sign of great fortune.



A couple of Elroga

Source: *The Twilight Traveller Issue 11*

Gakton

A small creature which lives in a symbiotic relationship with larger creatures (including Belog) by feeding on their skin parasites.

Giant Yartain

Some yartains grow to an exceptional size. One of these was gifted by Kimut Hekaani and Tak Sirahn to Dehran and Garabon.

These giant yartains are always extremely aggressive - see the scenario "Kill it with Fire!" for an example.

Source:

<http://forum.worldoftwilight.com/index.php?topic=174.0>

Graabin

A relative of the yirnak, raised by the fubarnii tribes from the foothills of the Setir Mountains.



Graabin kopa and jenta

Source: *Chronicles of Anyaral*

Greater Karudan

Soft on the inside, crunchy on the outside, the Greater Karudan are prized as mounts by some of the northern clans. Some enterprising trainers make use of the beasts for excavating tunnels to expand their villages.



Source: Inktober 2022

Martram

The martram are large relatives of the enuk and baruk that are found across the mountainous northern regions of Anyaral. Their thick wool provides protection from the harsh climate. The martram herds travel vast distances, grazing on whatever greenery they can find before moving on.

The bellowing mating call of the martram can carry vast distances, although the Dhogu are wary for they tell tales of great destructive avalanches caused by the unfortunate amorous creatures.



A Martram

While I find the Dhogu to generally be quite an objectionable people, there have been times when I have found them to be useful guides.

As well as the yirnak that are used throughout the Setir Mountains, I have seen several tribes use the large martram as packbeasts.

The hardly beasts don't seem to mind the cold weather, or the harsh treatment they often receive. – Gíl Masharl



Martram Make Strong Mounts



Narvrak

Narvraks live in cold, mountainous and thickly forested regions, such as those between Galin and Peygarl. They live in caves and hunt small to medium forest animals by climbing trees or onto rocky outcrops and pouncing on them from above. They supplement this diet with fungi, nuts and berries. Their hands are quite dextrous, but are also specially adapted in another way: a tough, horny ridge across the knuckles aids when knuckle-walking but also adds to the impact when they pounce on their prey. More closely related to the devanu than the fubarnii, they have a lipless beak hooked for tearing flesh, and smaller back legs with clawed feet. They are well adapted to the cold, with shortened limbs, a large body and hair on their back and chest. The young are even hairier, with dark fluff all over them, which gradually recedes as they grow.

Narvraks do not eat fubarnii, but will attack them if provoked, particularly if they are looking after their young. In their knuckle-walking gait they stand eye to eye with a fubarnii, but weigh much more and tower over them when they rear up, which they will do when attacking at close quarters in order to drop their weight down onto their adversary.

Narvraks are sometimes encountered by the Delgon as they clear the forest to harvest timber, and a wise Delgon will stay well away.



A Narvrak

Author: Beth (Bethar)

Source: <http://forum.worldoftwilight.com/index.php?topic=84>

Quoxa

Quoxas are found around even the highest peaks of the setir mountains, scraping survival in the rough unforgiving landscapes. They have been semi-domesticated by some dhogu tribes for their warm feathers. Some farmers to the south have been known to breed quoxa varieties.

Region

Setir Mountains

Diet

Seeds, grain and small garkrid

Size

20 to 30cm tall.



Author: Mike Thorp

Source: Chronicles of Anyaral

Rugahna

Cren Blaak has a pet rughana.



Setir Opay

The Setir Opay are small furry critters that live in the setir mountains.

Region

Setir Mountains

Author: Mike Thorp

Setir Skerrat

The skerrat are a common sight accompanying Dhogu tribes around the Setir Mountains. They are poorly treated by their masters and live off scraps, but are useful for pest control and for warning of unwelcome guests in a Dhogu camp.

Skerrats are useful little critters that often accompany bands of herders. They can be trained to assist with controlling the beasts, giving their owners control over a much larger area.



Skerrats



Sources: *Chronicles of Anyaral*, *The Twilight Traveller Issue 1*

Skerrat Broodmother

Skerrats have long been domesticated as hunting creatures by the Dhogu (as well as some northern clans). Most skerrats are pushed to mature rapidly into kopa, as they stay a manageable size and are easier to train. Those that stay as sempa are much harder to control and will continue to grow to a huge size if left unchecked. In the wild it is these broodmothers that control the skerrat packs and many a traveller has been lost as they underestimated their danger.

There are stories of broodmothers living in some of the abandoned tunnels beneath sections of Gar Loren, but the wealthier citizens of the city treat these as just fun stories to scare their jenta.

For the Dhogu, the broodmothers are a valuable asset and many skirmishes have been fought to protect the tribes' prime breeders.

Source:

<https://www.facebook.com/Anyaral/posts/3445363065526709>

Tahela

Alternate spelling: Kahela

Many Kapas of Engu keep the noble tahela as companions and it is seen as good luck to have them onboard the hunting boats. These huge beasts are considered as a true member of the crew and are treated with great care and respect. They are very well trained and seem to instinctively understand the needs of their master.



A Tahela



A Tahela with its master

Source: *Chronicles of Anyaral*

Tahela Jenta

Many of those Engu who have left their homelands have taken their loyal companions with them. The younger tahela jenta are headstrong, but obedient, and show loyalty from an early age.

Source: *The Twilight Traveller - Rivers of Anyaral*

Tarikian

A large beast native to the Setir mountains, that sports fearsome tusks.

Wild Tahela

Alternate spelling: Kahela

The Engu have kept loyal domesticated tahela as companions for many generations. When Tonueil fell, many of these beasts lost their masters and escaped into the mountains. They have found themselves at home in the wilds, gathering into strong packs of wild beasts that have become a danger to unwary travellers.

Source: The Twilight Traveller Issue 11

Yartain

Also known as: angry beanbag; chicken bear; chicken yeti; murder chicken

The yartain are large powerful carnivores who live within the frozen regions to the North of Anyaral, their thick furs protecting them from the coldest winters. They are perceived as a threat to all who would travel through the Setir mountains. The Dhogu tell stories in their harsh tongue to scare young jenta who would venture from the camp.

In truth, the yartain will rarely attack travellers and only if starving. They have learned to be wary of the Dhogu tribes, and there are easier ways to stay fed.



A yartain family

Source: The Compiled Twilight Traveller Issue 2

Yirnak

Pronunciation: year-nak

Yirnak are large, ill-tempered beasts that share a close relationship with the Dhogu. They can survive even the coldest temperatures and once trained make reasonable mounts whose sharp tusks become deadly when they charge.



A Yirnak

Source: The Twilight Traveller Issue 4

Yox

A huge hairy quadruped used by the Delgon.



Yukran

Keeva's tahela.

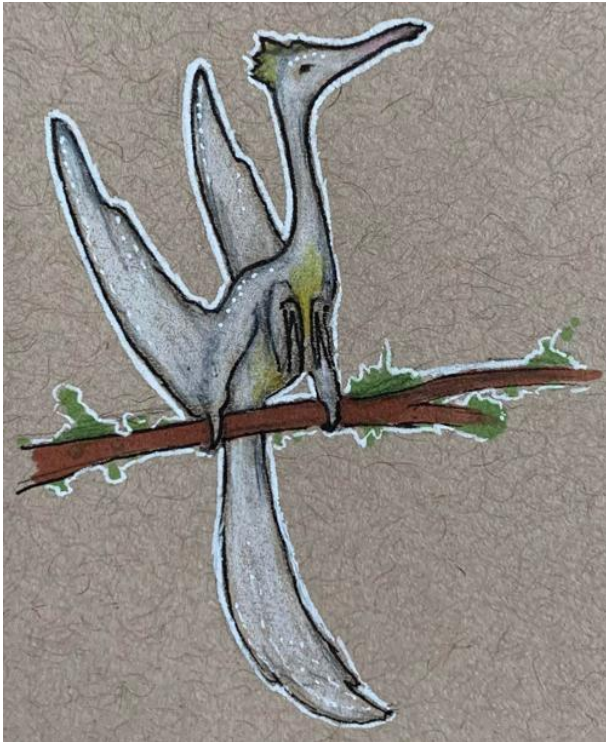
Other Entries

Garo

The generic term for bird-like creatures.



Little Garos



A Garo



A selection of flying creatures

Source: Chat with Mike Thorp

Garodeya

Garos are a part of the Class Garodeya, which in turn is part of the Phylum Chordata and the Subphylum Vertebrata.

Source: Chat with Mike Thorp

To be classified

Akantha



An Akantha

Akılan

Also known as: Akilann

A species of edible garkrid.

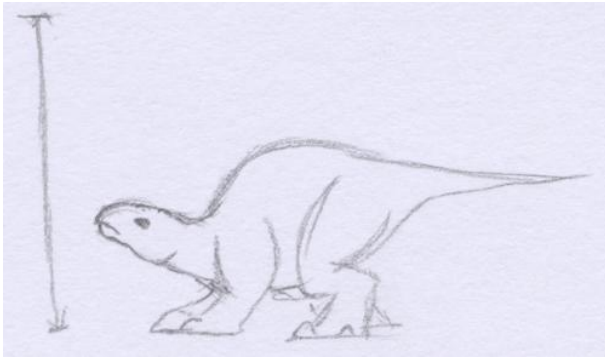


Fresh Akılan

Author: Mike Thorp

Source: Inktober 2022

Bakover



A Bakover

Batty



Author: Mike Thorp

Source: Inktober 2022

Borii

A species of edible garkrid.



Candied Borii

Author: Mike Thorp

Source: Inktober 2022

Celox



A Celox

Chiila



Critter - Flying 1



Sources: Chronicles of Anyaral, Inktober 2017

Critter - Flying 2



Sources: *Chronicles of Anyaral*, Inktober 2017

Critter - Furry 2



Source: *Chronicles of Anyaral*

Critter - Furry 3



Source: *Chronicles of Anyaral*

Critter - Speedy 1



Sources: *Chronicles of Anyaral*, Inktober 2017

Critter - Speedy 2



Sources: *Chronicles of Anyaral*, Inktober 2017

Dredu Garkrid

This peculiar little garkrid lives buried deep in the leaf litter, but its small fleshy body is unusually tasty and very sought after. Some attempts have been made to grow them in captivity, but the true connoisseur knows that they just don't taste as good. The best engineers have never quite worked out why...

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=112>

Eavuv

Eavus can be found throughout the known world, and while they are most numerous in and around forests, it is not uncommon to find them in marshlands, meadowlands and grasslands, and the drier brush of mountains. They are not known to inhabit deserts at all however.

In size eavus are of a length comparable to an enuk or baruk, though they are quite a bit shorter than an enuk and less massive than a baruk. They are bipeds who have forearms. Their hands have a very long claw on their middle digit, which continues to grow in length as they stage from jenta to sempa to kopa. Despite the formidable appearance of this claw, the eavu are relatively docile. The claw is used to assist them in digging in the ground (more on this later). Another distinctive trait of eavus is their tail. The kopa of the species have large bone growths on the end of their tail which they use for defense of themselves and the herd. The sempa may begin to show small growths of these, which indicate that they are beginning to advance on to the kopa stage. The most distinctive physical feature however, which is shared by all eavu, is their long, large, spade-shaped noses. With nostrils set high and back on their snout, the nose of an eavu is surprisingly hard. They have a highly developed sense of smell. They use this to their advantage in finding various edible roots and garkrid under the ground, which makes up the majority of their diet. Their hardened noses and long claw allow them to dig far into the ground to find their prize.

A Favorite food of eavus is the dredu garkrid, which is also highly sought by the fubarnii of the Empire, and not without fans in the lands of the devanu as well. Since it is well known that the meat of eavu is oily and bitter in taste, for many generations eavu were ignored at best and at worst hunted or trapped as an annoyance for their tendency to invade gardens. This continued until an unknown fubarnii captured an eavu and trained him to sniff out the elusive garkrid to be gathered for her own use. This fubarnii remains unknown, as there is no consensus on exactly who she was, and it seems nearly every city and village has a legend that the first to domesticate the creatures was from their own town.

Eavus are not easily trained, or controlled for that matter, but their skill makes it worth the effort for the farmer who has the spare time and can afford to feed them. They are not stupid beasts however. Eavus can be quite intelligent and clever for simple animals, and owners

often must go to great lengths to keep the beasts out of their gardens, cellars and cupboards. Their talent for sniffing out the desired garkrid has lead to the common phrase 'a nose like an eavu' to mean that a person has a talent for finding the truth, a solution, etc. But their tendency to create problems has also caused this expression to be a subtle slight to a person's character as a troublemaker or unwanted nosy person, so tone in speech is essential when using the phrase.



An Eavu Kopa

Author: Laughing Ferret

Source: <http://forum.worldoftwilight.com/index.php?topic=112>

Elikayu Garkrid

Foragers are always welcome on long journeys - experts at finding tasty mushrooms or garkrid along the way. The extremely spicy elikayu garkrid are a rare and valued treat!



Source: Inktober 2023

Fluffy Skerrat



Definitely a skerrat, although a bit fluffier

Source: Inktober 2019

Flying Creatures

(details to be written)



Source: Inktober 2020

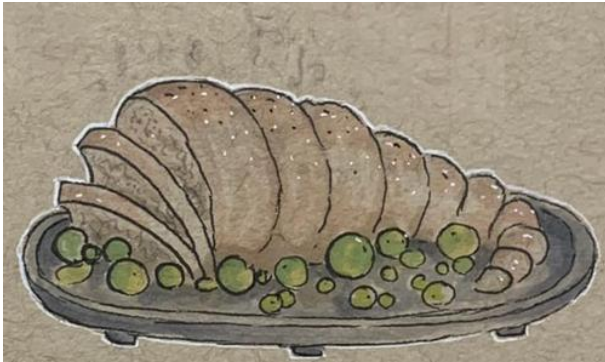
Fosser



A Fosser

Galesian Garkrid

A species of edible garkrid.



Roast Galesian Garkrid

Author: Mike Thorp

Source: Inktober 2022

Gallotaurus



A Gallotaurus

Garkrid

A small creature, somewhat like a large centipede, eaten by the fubarnii.

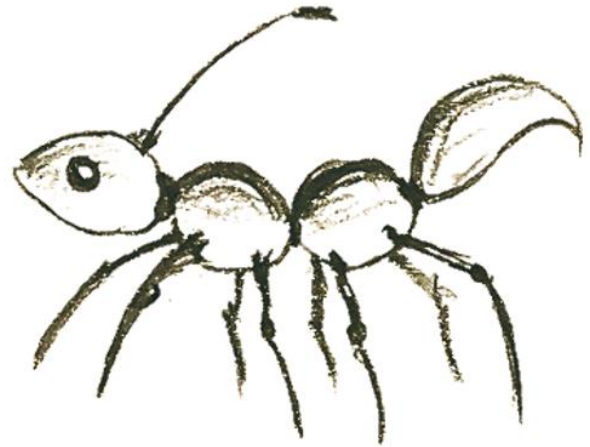


A Garkrid Infestation

Garkrid come in all shapes and sizes and some would argue that they are a vital part of our everyday life, providing food, resin and silk that fuel much of our industry and economy. There is however something quite unsettling about seeing a large nest, with a teeming mass of graku-sized workers surrounding the bloated queens! – Gil Mashari

Source: Inktober 2017

Garkrid - Crawling 1



Source: Chronicles of Anyaral

Garkrid - Crawling 2



Source: Chronicles of Anyaral

Garkrid - Crawling 3



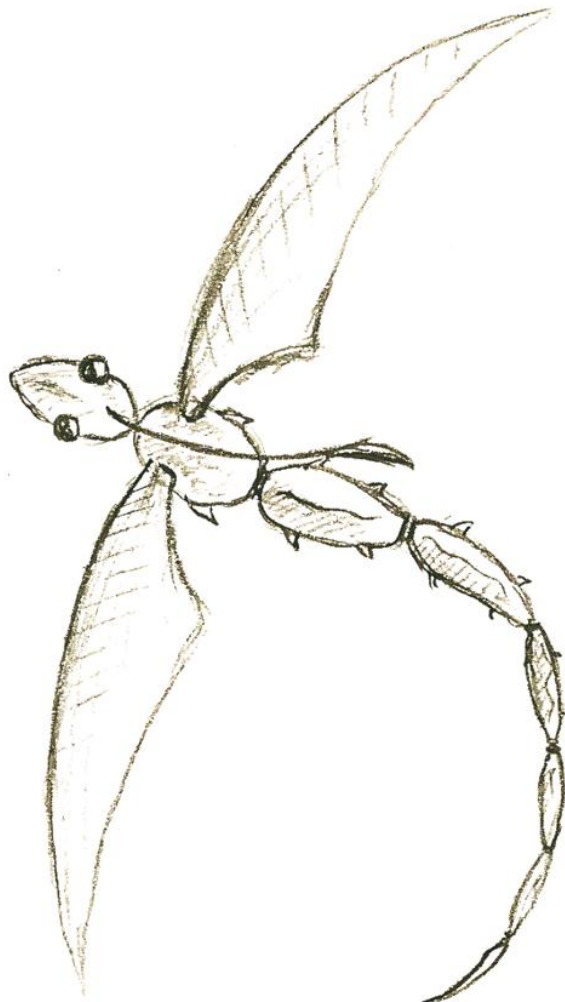
Source: Chronicles of Anyaral

Garkrid - Flying 1



Source: Chronicles of Anyaral

Garkrið - Flying 2



Source: Chronicles of Anyaral

Garkrið - Flying 3



Source: Chronicles of Anyaral

Garkrid - Flying 4



Source: Chronicles of Anyaral

Ghaar

Ghaars are a large semi-aquatic species that dwells in forest rivers and the great lakes in the warmest regions of Anyaral. Ghaars stand at around 2.5 meters at their tallest point at the flank.

Ghaars live in family groups typically numbering five individuals and consisting of one kopa, a sempa and their jenta. As a rule only one family will ever be found on any one stretch of river except when droba swarm in the autumn, drawing families across land to the droba's ancestral spawning sites. A hatchling is born every year, a twin birth being fairly common; jenta leave the group after two years. The only time ghaars will be seen in very large numbers is each spring when the jenta, having left the family group leave the forests across the land in a great migration to congregate in the largest lakes of Anyaral to seek their mate.

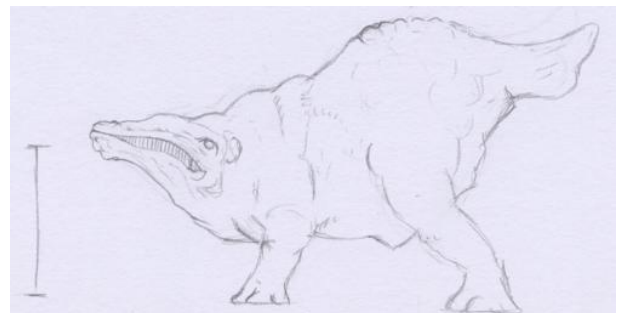
Ghaars are heavily built animals, both muscular and blubber-laden. Their skin is thick and a dark brown grey. It covers their bodies in folds and crevices which largely

disappear towards the end of autumn as they put on reserves of fat to see them through the winter and the migration of the jenta.

There is little difference between Ghaars as they mature, the kopa having only a wider blubber-packed tail and a pale throat that is displayed by lifting his head in warning or for courtship display. The hatchlings are born with a shorter jaw, their diet consisting of nourishing water weeds before their adult teeth are fully developed. Mature ghaars have a long pointed snout lined with a multitude of long, fine and very sharp teeth. A sensory organ located beneath their chin allows them to detect the electrical field of their prey in the river bed. Ghaar's main prey are small eel-like droba and long mudworms that feed on the detritus accumulated in deep layers on the bottom of wide forest rivers. When feeding, ghaars use their powerful hind legs to dive their snout deep into the silt of the river bed, emerging with their mouth laden with writhing prey captured by their needle teeth. During the annual droba spawning events, ghaars hunt cooperatively, herding large shoals together before powering through them, jaws wide, throats hugely distended with prey on the other side.

Ghaars are prized as food by the devanu. They are hunted in spring as the sempa emerge from the forests in their great migration or by hunting parties in late autumn deep in the forest. Autumn hunting is not without risk: ghaars are very dangerous whilst in the water. A devanu hunting party able to slay a kopa will be hailed as heroes, returning laden with flesh and the beast's wide tail, a rare delicacy.

The fubarnii also make extensive and more practical use of the ghaars. During the spring migration fubarnii groups will separate a number from the herd, running them down from atop their enuk mounts, culling being carried out from the relative safe distance of a lance length. The fubarnii utilise the carcasses for various means. The hides of the sempa is collected for curing into durable leather, the stored fat on the haunches and tail is rendered down into an oil used for lighting lamps, fuel and to a lesser degree cooking by rural fubarnii. The meat is cut into thin strips and hung over the smoking embers of the fat rendering fires to dry and cure into provisions for fubarnii soldiers. The multitudinous teeth of the ghaar are also harvested, providing plentiful raw materials for pins, needles and other staples of fubarnii haberdashers.



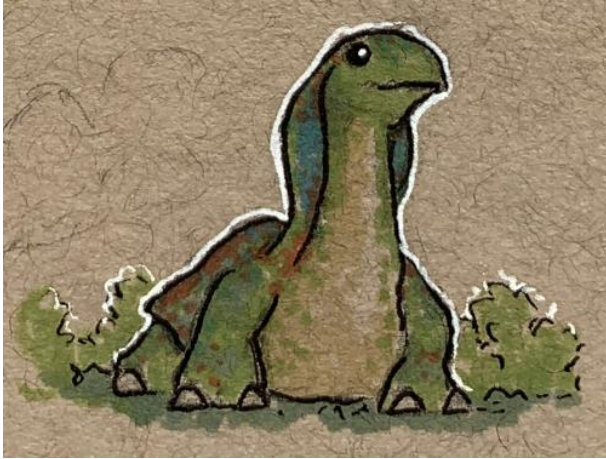
A Ghaar

Author: Andrew May

Source: <http://forum.worldoftwilight.com/index.php?topic=94>

Gorbi

The riverfolk kyalai know the vagaries of the river, so will often throw scraps to critters like the river gorbi or holdorna that follow them around in the hope that they will bring them good fortune!



Source: *The Twilight Traveller - Rivers of Anyaral*

Guard Creature



Source: *Inktober 2018*

Irigroban

We passed a village during our travels where one of the dwellings was in a miserable state of disrepair. The occupants blamed a travelling trader with her unruly irigroban who had been tempted by their delicious cora berries for the damage, but I'm not convinced they weren't embellishing the truth... - Gíl Masharl



An Irigroban

Source: *Inktober 2017*

Jikit

I was very surprised to see a litter of blind jikit for sale in the city.

I'm not sure the seller realised quite how much trouble could be caused if just one of these fast breeding creatures were to escape! - Gíl Masharl



A Jikit

Source: *Inktober 2017*

Kanga



A Kanga

Kol



Morlessa

Also known as: Molestus

Morlessas are about 20 cm tall.



A Morlessa





Novamolestus



A Novamolestus

Scurry

A relative of the skerrat.



Author: Mike Thorp

Source: Inktober 2022

Shirru

Shirrus are aquatic, swamp-dwelling omnivores with fairly smooth, reptilian skin that ranges in colour from brownish-green to muddy black. When fully grown they stand 4 feet tall and 8 to 10 feet long. Their head is broad, flat and almost hammerhead-shaped, the nostrils are slits on the side and eyes protrude on top. They are toothless, instead using parallel rows of tough cartilage to grind up pretty much anything they find. The head is attached to a short, thick and heavily muscled neck that widens out into a broad body on two very powerful legs. Their feet are broad, with four long webbed claws which helps supporting them over marshy ground and propelling them through the water. The body narrows down into a vertically flattened, broad stumpy tail that acts as a rudder and helps them move through the water. Overall, they look like broad and flattened grishaks, which helps them when underwater. When hunting, they hide just below the surface and wait for prey to wander along. In lean times they will subsist on plants. Although at ease on dry land, they tend to remain close to the water.

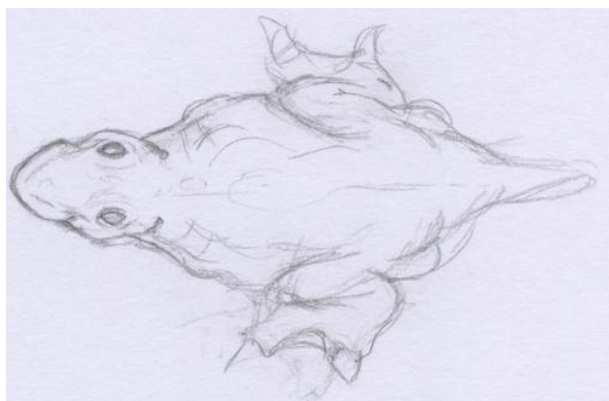
The shirrus lay their eggs in a convenient warm pool,

then abandons them to their fate. The jenta spend their live under water, emerging from it once they reach the sempa stage. The sempa and kopa stages are identical externally, the main differences being the kopa's mating calls and pheromones. The legs on the jenta are less developed; they live off pondweeds and each other - the strongest emerging as sempa with very few sisters left. Both sempa and kopa are lone hunters and defend their territory fiercely. The ratio of kopa to sempa is higher than for a lot of creatures, approaching one for two in some areas. The shirru are highly aggressive, even towards each other, except during the mating season.

The shirru use their head as a club, battering their prey before clamping down with their jaws and clawing with their feet.



A Shirru



Author: Rick

Source: <http://forum.worldoftwilight.com/index.php?topic=111>

Skerrat-sized Critter



Critter, about the size of a skerrat



Source: Inktober 2019

Stolian

A species of edible garkrid.



Roast Stolian

Author: Mike Thorp

Source: Inktober 2022

Tropli

At present only known from sketches retrieved on the body of an unfortunate biologist.



A tropli

Source: Chat with Mike Thorp

Yongari



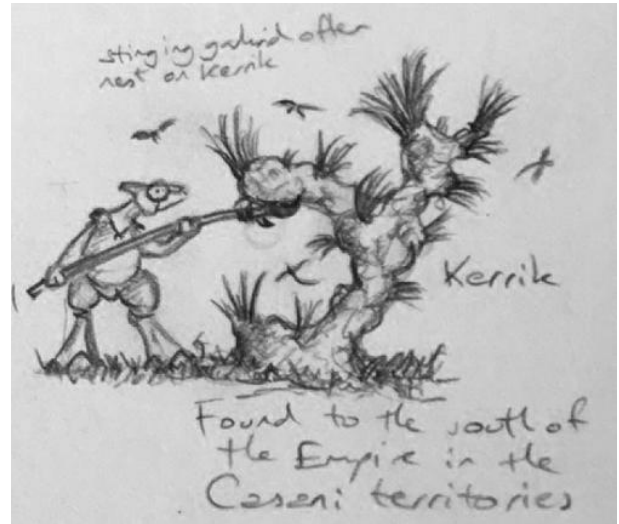
A Yongari

Flora

Argoran Wastes

Kerrik Tree

North of the Casani territories where they border on the Argoran wastes very little plant life grows and the landscape is dominated by towering garkrid mounds. The hardy kerrik manages to survive even in these inhospitable lands, their gnarled shapes sheltering vicious biting garkrid that in turn protect the kerrik from all but the most persistent of herbivores. Fubarnii of the region will brave the heat and the garkrid bites to collect a sweat tasting nectar that is secreted by the plants that can be used as a seasoning, or even brewed into a potent drink.



A Kerrik Tree

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Casanii Plains

Aro Fruit

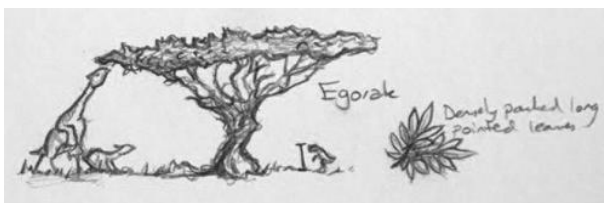
An apple-shaped fruit, aro fruit come in a variety of bright colours and grow on trailing bushes. They are commonly found growing over buildings in the Casanii Territories, but hardier varieties have also been cultivated that will thrive in the Central Empire.

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1214>

Egorak Tree

In the prairies of the Casani territories the mighty Egorak are scattered across the landscape, great beasts feeding on the sharp little leaves, or sheltering from the sweltering sun under the broad canopy. Individual trees can live for hundreds of years and many Casani traditions and beliefs have grown around these trees.



An Egorak Tree

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Jiara

These short gnarly trees grow in the eastern casanii territories. The brightly coloured fruit ripen late in the summer, weighing down the branches. The fruit travel well, so several moerasi families make regular visits during the summer to trade, then ship the jiara fruit across the Empire.



Jiara Fruit

Source: Inktoker 2022

Topaline Fruit

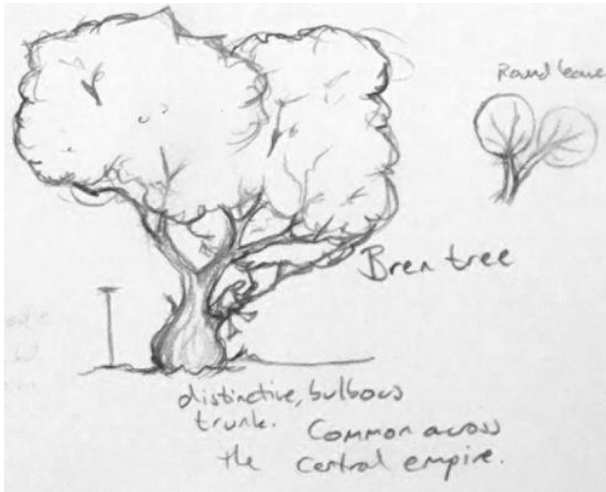
A pungent fruit from the Casanii Territories.

Source: Twilight Traveller Issue 9

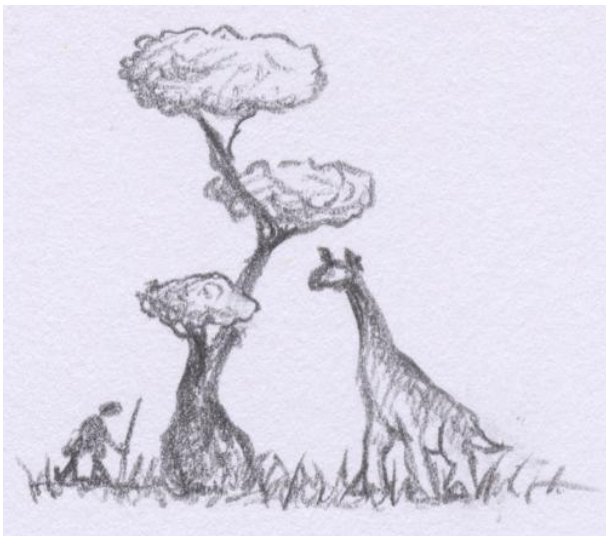
Central Empire

Bren Tree

The Bren trees are slow growing but hardy trees that are found across the empire. They have distinctive bulbous trunks and broad branches. Devanu often use the bren as nest trees while in more civilised regions young fubarnii will climb them and build tree houses.



A Bren Tree



Another Bren Tree

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Cora Berry

The fruit of the cora tree.

Source: Inktober 2017

Cora Tree

The fruit of these trees are often left to ferment on the branches, then picked in early autumn to produce a potent wine. The fermenting berries let off a strong, sweet aroma so the ripening crop must be well protected from passing wildlife.

Source: Inktober 2017

Egrun

A mushroom-type plant that grows to a huge size. Its large bodies grow very hard over the years and has proven to be a useful building material. In some parts of the empire the egrun are carefully grown within a framework to give large robust dwellings. While this slow process is not common practice, this style of architecture has been fairly fashionable and inspired the rounded construction of buildings across the empire. Younger egrun are harvested for the tough fibres that grow through them.



Egrun

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Frugin

Across anyaral there are thousands of species of mushroom-type plants. These bear more than a passing resemblance to our mushrooms, but the underlying biology is often very different. The frugin are noxious smelling organisms. Most of the fleshy bodies are underground, but they grow bulbous protuberances on the surface. These round growths contain millions of spores, which they release if disturbed. The gas surrounding the spores is particularly unpleasant and while not always fatal it will generally provoke the poor individual to release all manner of bodily fluids, which provides the spores with plenty of nutrients to start their growth. The flesh of the frugin is highly nutritious, and the job of frugin farmer is quite valued within towns, even if it is hard to get rid of the smell.



Frugin



Fried Frugin

Sources: Inktoker 2022, Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Jeribo Tree

The jeribo tree is a gnarly rounded tree that grows large seed pods on long branches that grow out from the main body. These seed pods are padded with fluffy, fibrous material that protects the seed within. Jeribo tree is commonly found in the woods around Larigal. Jeribo fabric is exported across the empire as it is hardwearing and takes dyes well (although it is often a little itchy).



A Jeribo Tree

Source: Twilight Ramblings 10 - Flora of Anyaral
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Mushrooms

The fubarnii have extensively cultivated many different

varieties of mushrooms, from those with small sweet pea-sized nodules up to many as large as trees. Mushroom farms exist above ground, or as large underground caverns. Many of the popular varieties will release toxic or soporific spores if disturbed, so farmers wear thick protective gear when harvesting. The spores themselves can be collected and dried. Small vials of these spores can fetch extremely high prices in the cities, although the market is extremely volatile and subject to the whims of the noble fashions.

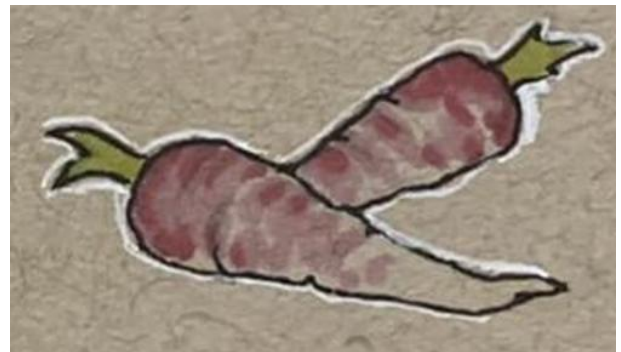


A Mushroom Farm

Source: Inktoker 2022

Spona

Spona are farmed across the empire. The sweet roots can be eaten raw, but as many varieties have a slightly bitter aftertaste they are often steamed first.



Spona Root

Source: Inktoker 2022

Tapor Root

Tapor roots tend to look very much like parsnips in colour and shape, but have a sharp, almost mustardy taste that is often used as a flavouring.

Author: Mike Thorp

Source: <http://forum.worldoftwilight.com/index.php?topic=1214>

Empire (Western Coastline)

Gerilon Tree

The gerilon trees are found primarily along the western coastlines, but their unique seed distribution system does mean they have been found across the empire. The gerilon trees have thin, flexible trunks and branches. Their "leaves" form as spherical orbs which contain gas. Many engineers theorise that these gas filled balloons serve a dual purpose. Firstly, they assist with generating energy and nutrients for the plant, and the gases can be harvested for a variety of purposes. Secondly, when the trees are fertilised towards the end of the summer, the gasses within the leaf balloons change substantially and the connections to the plant wither. The balloons turn reddish and eventually disconnect from the tree, the lighter than air gasses lift them high into the air with a small cargo of seeds. Some balloons only travel a short distance, while others will travel thousands of miles if strong winds catch them.



A Gerilon Tree

Source: *Twilight Ramblings 10 - Flora of Anyaral*
(<http://forum.worldoftwilight.com/index.php?topic=164.0>)

Tola

Tola bushes are native to the terali region. They have sharp thorns, but grow clusters of turquoise berries. These berries are edible (if somewhat spicy), but can also be used to produce a vivid dye that the terali use for many purposes.



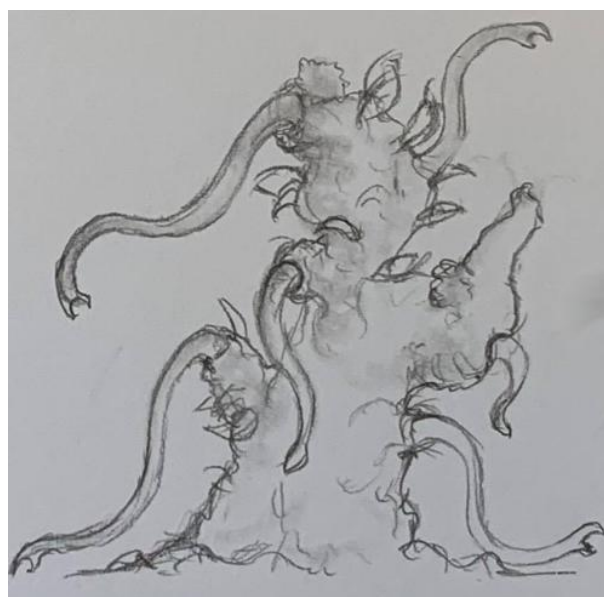
Tola Berries

Source: *Inktoker 2022*

Naralon Forests

Ficket

A symbiont of a slow moving plant and vicious biting akitiins clinging to it with their tail, the fickety creeps along the forest floor. When it detects a potential meal, the akitiins lash out and grab the target with their powerful jaws. They then drag the unfortunate victim closer to the trunk, so that more akitiins can attack.



A Ficket



Author: Frederic Fiquet

Ishak

A forest plant carrying poisonous thorns. Both the thorns and the poison are used in battle by frenu. The name is shared by both the plant and its thorns.

Oroban Tree

A tree native to the Naralon forests.

Author:

Source: The Twilight Traveller - The Kedashi Swarms

Reeda Tree

Towering trees whose boughs can be as wide as one of the devanu towers of old, found in the northern parts of the Naralon Forests.

Source:

<http://forum.worldoftwilight.com/index.php?topic=595.15>