Iftmus

-THE THREE-WORLD SAGA-

-Glossary of Plant and Animal Life-

Abyssinian Cat...*(Ab-ah-sin-ee-an)* This cat was of the smaller breeds, small boned and sleek. Born in the area that would later become the province of La-mor they were the first to control and treat Sha-talon, the magic’s of Iftmus, as an art. They separated themselves from all other cats to reside at Greensun and it was then that the Cha-tain cat closed off the larger portion of the Grasswater and allowed no other cat to trespass it. Since then, little more is known about the Abyssinians. The last entry into Kylor of their disappearance was the fact that they totally vanished almost within a single Sunfall with no message nor explanation. The Cha-tain make no comment of it other than to affirm the Abyssinians are indeed gone.

## Acca Trees…A Birch like tree that sheds it’s white bark twice a season. When chewed during religious festivals on Iftmus, cats use the hallucinogenic properties of the bark to meditate and commune with the Spirit of Felis.

Araupaso...*(Ah-rap-ah-sue)* A breed of horse on Axtoph existing only on the Northland Plains. The Northland Mercenaries lay sole claim to the horse and protect that religiously. An Araupaso, is known for its strength and endurance and it’s longevity, living for thirty to forty spans. Unknown to all but the Northland Mercenaries the Araupaso possesses the ability to communicate within its own breed making it a sentient life form. This is not an animal that is owned. If any are allowed to ride one, it is only by consent of the horse.

Chafi’...*(Chafee)* A high protein sugar melon believed to have been cultivated within the confines of Greensun and presently flourishing in the lo-hils of both the Pri-hy and Saber-sha Mountains in Iftmus.

Ch’aun...*(Chawn)* Those cat on Iftmus of mixed blood resulting from to unaccepted cross breeding. These cats have no status and are allowed no title nor name other than to be called a Ch’aun. Treated as misfits in Iftmus they either die from the lack of belonging to a pride or flee to the Grasswater seeking the fabled sanctuary, Greensun.

Cha-tain Cat...*(Cha-tang)* Much like the Cheetah in speed this larger, pure white cat has long flowing fur that blows like the tall grass they hunt in. They are the only breed of cat living on the Grasswater of Iftmus and are rumored to have once served the Abyssinian cat. They tolerate no other cat in their domain though many believe that they now allow the Ch’aun cat, sanctuary through the Grasswater to seek and find refuge at Greensun. Due to their isolation little more is known about them. The Shi-kauti that bring Ky-lor to the Cha-tain are strangely quiet about any of their secrets and ways.

Gindoo...*(G-in-dew)* Small apelike creatures on Iftmus on the level of a domestic pet or slave. The Gindoo have a limited understanding of basic mind commands but do not communicate back themselves. They are docile and used by most cat for simple chores that require the extra limbs for carrying or lifting.

Gragmue...*(G-rag-mew)* Deer size mountain goats living on the slopes of both the Pri-hy mountains in Pa-tan and the Saber-wa mountains on the Grasswater. Their musical trill as they climb the mountains is said, in catlore, to be a song of praise between life and the living land.

Harkensong...A large flamingo type bird on Iftmus that keeps to the air unless nesting in the high cliff areas. It sings to its mate in flight and for the most part is nocturnal. It's song has created catlore that says "The wandering bird, carrying it's lament across the lonely night skies shall remind all cat to listen to the land, for Iftmus speaks even when none might hear”. A lesser-known proverb calls it "the voice of all cats that have died violently crying out for home".

Jum-Hopper...On Iftmus this is a gray and white stripped creature about three feet tall, very affectionate but deadly with it's front short paws. It can jump high or long but cannot keep that pace for any length of time. Another major food source for the cats.

Ka-tem... A breed of cat much like a mountain lion but vaguely reminiscent of a small version of the Saber tooth cats who first ruled Iftmus, probably due more to the small fangs that protrude outside the lips from the lower jaw than any other physical characteristic.

Las’trea...*(Lass-tree-ah)* A bird, turkey size whose wings cannot support the body for flight. Instead they help it run faster taking leaps. Abundant in the more open areas along the Tears of Rensis.

Li-Horan Cat...*(La-hore-ann)* This lion-like breed has been the ruling cat in Iftmus since the passing on of the Sa-bata cat as a race. It was during the latter part of their rule that cat began drawn the deathblood of cat. The strength of their rule, even in the face of such abomination is that they are supported by the Ti-breen cat, another larger cat more militia minded, but more important, the Pan-duran cat with their magic’s. Since the Cha-tain keep to their Grasswater and have no active interest in the politics of Iftmus, there is none to challenge the Li-horan rule.

Lich’ Moss... *(Like-Moss)* A soft yellow green carpet type found mostly in the province of La-mor on Iftmus. An evergreen with the exception of a short period when it germinates and has much the same stimulating effect as a mild catnip.

MaykaRabbit like creature on Axtoph. Digs sand traps to capture and suffocate it’s prey.

Masuin’wahle...*(Ma-soo-in-whale)* Breed name of the Syran ocean race on Axtoph. They keep to themselves allied only once in history through Samone to aid in the Elvon wars.

Mingstaugh Goblia...*(Ming-st-how Go-blee-ah)* Named after the mountains they live in on Axtoph, these are barbaric tribes of half human half apelike creatures that divided into squabbling tribes whose inner conflicts have always kept them from being any threat to other races. Extremely vicious and cannibalistic by nature. They are by virtue of numbers, if ever organized, a force to be reckoned with.

Mud-Waump...*(Mud Wamp)* This animal resides in all three provinces of Iftmus. Makes its home around the lakes and swamps. It is three times the size of a beaver and deadly if approached in the water. Outside of the water it is totally helpless and another food source for the cats.

Nashanti... *(Nah-shaun-tay)* Religious fanatics on Iftmus made up of various breeds of cat that reside at Fina'sha the center falls at the border of all three provinces. Their sect believe that the original Saber cat, the Sa-bata will come back to save Iftmus and hold to the belief that any cat, not of pure blood, is an abomination to the spirit of Felis.

Northlands Mercenaries...The largest settlements of humans on Axtoph that due to persecution from many of the other races has developed and honed their fighting and riding skills to legendary proportions. Divided into seven tribes they are their own nation and ally themselves most often to the Da-ton' Empire. Most races leave humans alone, if only out of fear of reprisal from these warriors.

Pacha’si...*(Pa-chah-sa)* Race of aborigine type people inhabiting Iftmus without most cats knowledge. They were stranded when the boundaries of Maka-shu, (Whisper of Dead), were set up by the Sa-bata cat.

Pan-duran Cat...*(Pan-dur-in)* This cat would most resemble a black panther though larger and more shaggy. They claim to be legitimate heirs to "Sha-talon" on Iftmus and barely tolerate all other breeds, including the now ruling Li-horan cat. Their perversion of the original Sha-talon is noted but not spoken of openly by most cat. They have withdrawn themselves to a citadel called Amas’ka in the Pri-hy Mountains in the province of Pa-tan. No cat is allowed there and few have ever returned if summoned. It is the one place besides Greensun, in Iftmus, that bars even the Shi-kauti from entering.

Photoke...*(Fo-toke)* Plant vine that grows on Axtoph similar to Tem-bata on Iftmus used to control seizures.

Pinesca...*(P-ness-ka)* A yellow green snake growing often to twenty or thirty feet in length and over a foot in diameter. It lays its eggs in the shallow water regions of the lakes on Iftmus. Fast in the water it is more than slow moving on land, crushing its victim and then injecting it with a venom that decomposes its flesh. This makes the prey deadly and offensive to other animals while allowing the snake to leave it and come back later at its leisure to eat.

Purocia...*(Purr-row-see-ah)* Related to the small chimpanzee like Gindoo on Iftmus, these ferocious cousins are five feet of muscle with violent tempers and are carnivorous. They dwell in the forests of Pa-tan of Iftmus.

Rakatoos...*(Rack-a-twos)* Small antelope type creatures with large ears and white speckled feather-fur. Lives in abundance on the Grasswater of Iftmus and its outer regions. Is hunted by the larger cats as the main source of food supply.

Sa-bata Cat...*(Sa-bought-a)* This sabertooth cat was the mother of the race and the first ruling cat in Iftmus. It was the Sa-bata cat that received the gift of Ky-lor and touched upon the first powers of "Sha-talon". All breeds owe allegiance and honor this cat, though in recent times it has slipped into more catlore than history.

Sanchean Fayra...*(San-chee-an Fey’ra)* These Fayra have bonded with the oldest trees in the Aleation Forests on Axtoph and represent the living tie with the land. Conservative estimates place the race over ten thousand spans old each generation living at least five hundred spans. Ageless and mischievous they have always been the most peaceful of the races.

Senku Dwarifs... *(Cen-cue Dwarifs)* The Dwarifs race dwelling in the mountains.

Sh’pata Root...*(Sha-pa-ta)* A water bearing root in Greensun that stores as well as enriches the nutrients of drinking water.

Stank Flies...A large breed of fly attracted mainly to carrion and the biggest source of pestilence and disease on Axtoph. The difference between them and the more common horse flies lay not only in their size but their ability to attack as an organized swarm.

Tanka Root...*(Tang-kah)*...A root harvested by the Sanchean Fayra on Axtoph that is their confectionery substitute for sweets. Its facsimile on Iftmus has similar taste and texture but is slightly more addictive than true tanka.

Tembata Leaf...*(Tem-baa-ta)* Grows on Iftmus and when mixed with wine increases flow of chloride ions, stabilizing nerve cells; thereby suppressing Epileptic Seizures.

Thornthistle... Scrub brush with barbed stickers that grows quickly and profusely in all lowland areas of Iftmus. Because of the nature of its sap, it burns very slowly and bright. Used by most cat for night fires. Harvested by Gindoo.

Ti-breen Cat...The large white tiger-like cats that serve the Li-horan and Pan-duran cats on Iftmus. They are not noted for their wit or wisdom but are ferocious fighters and military minded in their loyalty with a need to be led.

Wachiwood...*(Watch-a-wood)* A rare white hardwood found only in the lowland forests in the province of Tasqua on Axtoph. Used in the past by Elvon artists like marble, to make sculptures that, by virtue of the unique wood grain, creates a shimmering and the look of movement.

Windtalkers...Trees common to the province of La-mor in Iftmus. Profuse around the Takinta Glade near Pursong these trees produce leaves that have stiff spines. When they rub together in the wind the leaves produce a sound that resembles the mewing of a newborn kitten.

Wood-wars...A large bristle-furred animal on Iftmus, resembling a cross between a wild boar and a small wolf; a carrion hunter that usually stays to the forest. It hunts in packs and when frenzied has been known to bring down several Ti-breen cats. For the most part it hunts smaller animals or sick or separated cat, mostly at night.

Wraita...*(Wry-tah)* A four winged bird the nests in the lo-hill of both mountain ranges in Iftmus and flies and hunts insects and rodents on the Grasswater. The bird is ungainly on the ground requiring much runway to accommodate the four wings and for that reason is hunted for food by cat.