

## *The Fauna Of Nevermore*

*Not all fauna can be categorized as animals. Some life forms are too tragic, too revolting. Ironically, being called an animal is not so bad in Nevermore. Animals can't use magic, so in a way, any creatures that can't use magic is an animal.*

*Though it needs to be said : Animals can be just as savage, just as strong as regular creatures. Wolves set a prime example, being categorized as both. Adventures should always remember this : A creature will kill you. An animal will kill you too, if its instinct deems it necessary.*

*If one were to count the amount of animals and their subspecies, it would take literal years. This grimoire will only encapsulate what is deemed necessary, or usable for adventures.*

*Evidently, some animals are tamed, used by other creatures as mounts and partners.*

<Animal Name> : Description

- Diet
- Biome
- Hostility
- Danger Level

**Hirbion** : Hirbions are deer variants. They are very docile in their nature, and prefer flight over fight. They are designated by their amber fur coat, and their snow white underbelly fur. The females tend to have long, flapping ears, while the males have downward curved horns. The Ice Angels cared dearly for this species, thus many kingdoms also took care of them. Their meat is tender, and filled with nutrition.

- Herbivore
- Grass-fields / Forests
- Very Low Hostility
- Lv 0

**Ho-Hirbion** : Some Hirbions are born with much more vibrant fur, with a little pigmentation of silver in their amber fur. Ho-Hirbions are very rare, so it is normal that their fur is highly coveted. Other than that, they are not that different from regular Hirbions.

- Herbivore
- Grass-fields / Forests
- Very Low Hostility
- Lv 0

**Eyunbion** : The delta species of Hirbions, the females of this species have horn of rivaling strength to regular male Hirbions, while the Eyunbion males have incredibly large horns, with twisting designs, allowing it to have multiple focus points for ramming and penetrating. Additionally, their fur is a bloodred, fitting for their royal elegance.

- Herbivore
- Grass-fields / Forests / Snow Forests
- Very Low Hostility
- Lv 0

**Faen** : Small, hopping fauna, characterized by their long ears that span their whole body. These little fluffles are loved by most, as they make the perfect house pet. Easily trainable, Faen like to cuddle, and prefer being held than left alone. For that reason, this species is extremely popular amongst women. Faen meat is not the best, not the worst. Their fur is in fact fluffy, but their size makes it hard to make good articles from it.

- Herbivore
- Grass-fields / Forests
- Very Low Hostility
- Lv 0

**Mouskit** : Mouskits are very timid, long bellied, four legged mammals. They tend to group up in teams of 20 members typically, but there have been cases of 100 Mouskits forming groups. Mouskit meat is very tough, making it an unpleasant meat. Their fur however is very common in scarfs, as their length makes it easier, and more organic to make scarfs.

- Omnivore (prefers Bugs)
- Forests / Deep-forests / Mountains / Snow Forests
- Very Low Hostility
- Lv 0

**Blind Tail** : With a very concise name, Blind Tails are aquatic lizards with long, paddle-like tails. They are effectively blind, and rely on speed in water to swallow prey. They merely open their mouth, and swim swiftly, hoping to catch any prey. Humans are ill advised to dip their feet in Blind Tails habitats, as they can bite off toes.

- Carnivore (fish mainly)
- Stream / Shallow waters
- Low Hostility
- Lv 0

**Rin** : Rins are a great source of income for many fishers, for they are meaty, hearty fishes that can be easily caught. Rins are large fishes, relying on sheer bulk to discourage predators. They are incredibly slow, allowing fishers to net them easily. Rins are a treasure that can feed civilizations.

- Omnivore
- Shores / Oceans / Deep Lakes
- Low Hostility
- Lv 0

**Numa** : A large pincer with a body, many tell such jokes about Numas. With incredibly disproportionate ratios, Numas are typically fished for their delectable meat, Namely found in the legs and the oversized claw. The claw itself is harmless, as it has to take about 4 seconds to open it, before slowly closing it, giving more than enough time to merely move out of the way.

- Omnivore
- Shores / Lakes / Streams
- Low Hostility
- Lv 0

**Angel Trouts** : One of the few happiness in Nevermore, these trouts with rainbow scaled tails are incredibly nutritious, with some healing properties. These fishes are raised in ponds purely for their looks, and at times tapped as a food source. One can find a pure breed in the Ice Angels Graveyard, but good luck getting one out of there.

- Omnivore
- Shores / Lakes / Streams / Oceans
- Low Hostility
- Lv 0

**Vince** : Vincs are adorable, fluffy birds, with very hardened beaks. They have a very short flight period, so they prefer to stay perched on trees. Their beaks, however, allow them to make holes through bark with few strikes. Thus, they build shelter within the tree, rather than outside. Vince Meat is chewy, but rich in protein, so they are hunted sometimes.

- Herbivore
- Forests / Deep Forests
- Low Hostility
- Lv 0

**Gasau** : Acceleration and speed, these two characteristics are enough to define Gasaus. These feline variants are incredibly fast, reaching ludicrous speed for animals of their size. They can also use fire magic to further propel themselves. Their top recorded speed is 360 Km/H, but that was for the apex of its kind. These felines are rarely hunted, as they can almost outrun any predator, essentially cheating the law of nature. Their population is steady purely because they're always on the move, preferring running over reproduction. Their fur isn't exactly the prettiest, but its rarity allows it to be priced well.

- Carnivore
- Forests / Grass Plains
- Low Hostility
- Lv 1

**Quadring** : Birds of flight with 4 wings, Quadrings are very reliable when it comes to air mobility. Their larger wings are used for long distance flight, while their short wings are more akin to Dragon-fly flight technique, allowing them to move in the air much more freely. Quadring meat is valued highly, as the legs can be cooked in a variety of ways. Their feathers are also highly pigmented, so certain aesthetics can be created from this material.

- Omnivore (prefers small prey)
- Forests / Mountains / Swamps / Seashores
- Low Hostility
- Lv 1

**Blade Strider** : Velociraptors with bladed hooves, allowing them to essentially skate on mud and sand. Blade Striders are agile, albeit not the brightest, making them especially clumsy in their skating. It is not so uncommon to find a Blade Strider dashing right into a wall. They typically form a party of three hunters, so one must always prepare a party before going to hunt these animals.

- Carnivore
- Forests / Swamps / deserts / Sand dunes
- Hostile
- Lv 1

**Divar** : Birds of semi flight, these animals have semi metallic wings. Divars have an unusual method of hunting, which consists of flying for a short period of time, then diving at high speed to catch their prey. Their steel tipped beak, as well their metallic wings add a lot of weight to their body mass, making their dive lethal in most cases.

- Omnivore
- Forests / Grass fields / Deserts
- Hostile
- Lv 1

**Gatche** : Reinforced with heavy scales, and a perforated secondary exo-skeleton, these defense animals are one tough cookie. They are calm beings, prefeing naps under the sun, and peaceful grass feeding.

- Herbivore
- Forests / Deep Forests / Grassy Plains
- Low Hostility
- Lv 1

**Jacquer** : Jacquers are semi poisonous toads, capable of coating themselves with a thick mucus. Initially, this coating is harmless, but when exposed to an exodus from algae, it becomes poisonous. Jacquers are universally hated for their disturbances in clear waters.

- Carnivore (Insects)
- Swamps / Streams / Lakes
- Low Hostility
- Lv 1

**Yomi** : with a taste for blood, these shivering, 5 legged rats tend to gather round fresh bodies to slurp the gushing fluids. Disgusting as they are, they are also vector to a slew of diseases, making them a true terror if seen in a pantry or storage room. Yomis always have a bounty on their head, and some kingdoms are actively trying to eradicate them.

- Blooddrinker
- Cities / Forests
- Low Hostility
- Lv 1 (can change if disease-vector)

**Logg** : Loggs are a favorite amongst soldiers, for these wild chickens with a rouh attitude and rougher beak pack a lot of proteins in their wings. Capable of hovering, Loggs tend to float around eye-level to try and peck the eyes of any predator.

- Herbivore
- Forests / Mountains / Cities
- Low Hostility
- Lv 1

**Ceciv** : Cecives are large herbivores with horns that can puncture fortress walls. They are elegant in their force, only engaging once provoked. Their ramming attacks are hard to dodge purely because of their ability to change course of charge in a single leg burst, rendering any dodge attempt by a novice a death mistake. Their meat is exquisite, and their fur is great for winter coats.

- Herbivore
- Deep Forests / Grassy Plains

- Low Hostile
- Lv 2

**Jenni** : Jennis are faithful companions of strength. Showing some form of intelligence, they typically choose to follow the strong, even if they are from another species. Characterized by their hand-wings that can shred through regular armour, these animals tend to follow a leader, until that last is defeated.

- Omnivore
- Forests / Deep Forests / Mountains
- Medium Hostile
- Lv 2

**Bartip** : Bartip are tragic animals. Being selectively bred by a fallen kingdom, these animals are born with fear and hostility ingrained in their instincts. They are a subspecies of Wolves, with claws protruding from all over their paws, and a double set of jaws to maximize biting power. They are always shivering, afraid, and hostile. Those who can tame Bartips speak of their kindness once shown love, but the sheer amount of bitten children is enough to make people hunt them out of vengeance.

- Carnivore
- Forests / Mountains
- Extremely Hostile
- Lv 2

**Wert'el** : Wert'els are three legged behemoths, with immense jaw power. These beasts are known to chew through steel, as well eat tree bark just for the fun of it. Encountering a Wert'el while unarmed is a truly horrific experience, for if one has nothing to keep them at bay, they will attack on sight. Their back-leg is considerably stronger than any presumption, so one should expect a mighty leap from these beasts.

- Carnivore
- Deep Forests / Mountains / Deep Mountains
- Hostile
- Lv 2

**Ziew** : Quite the exotic breed of serpentine, Ziews are large, spineless serpents, relying purely on a crystalized exterior to give shape to the animal. Their crystal structure is unique in its formation, allowing for a surprisingly flexible, and astonishingly mellow manipulation of the body. These crystal scales are easily regenerated, so they are just as beneficial, if not more, than regular skin, bones, and scales.

- Carnivore
- Deep Forests / Underground / Aquatic

- Hostile
- Lv2

**Trapper** : Trappers are one of the reasons why waters should always be checked. These malicious shelled moluscs patiently wait in their double layered shells, up until a prey comes near, prime for snatching. This, sadly, includes human parts as well. The first shell is jagged and coarse, while the secondary is equipped with pointed ends, making dislodging this annoyance a pretty painful task.

- Omnivore
- Shores / Shallow Waters / Lakes / Streams
- Hostile
- Lv 2

**Sea Wolf** : Wolves are Man's best friend on land. Sea Wolves make sure to keep this a fact even in waters. Sea Wolves are akin to seals, with much less body fat, and more pronounced paddle paw. They are extremely friendly, and will actively go out of their way to approach a swimming human, or even human like creature.

- Omnivore
- Sea / Shores
- Hostile ( None to Humanoids )
- Lv 2

**Bevles** : Honey Chasing bears, Bevles are peace loving animals. With an acquired taste for all that is sweet, these animals are incredibly passive if unprovoked. The danger comes from competition over food, and food sources. It is at these times that Bevles remind the world why Bears are not to be messed with, especially when equipped with their middle claw that spans 14 Cm. Giving Fruits and Honey to a Bevles bear is enough to appease them, and make them temporarily tame.

- Herbivore (Honey Included )
- Forests / Deep Forests
- Low Hostility / Provoked Hostility
- Lv 2

**Blass** : The Frost of the North is home to the Ice Angel, but as the holy place has been abandoned, certain animals have made their nest there. Blasses are highly resistant to low temperatures, thus they can easily hunt in the harsh environment. They come equipped with very large paws, as well as sharp claws to strike. With a thick, reflective fur, they can afford to trade hits with much more resilient prey.

Blasses are regarded with a little hate, as they have colonised a place that was once the hope of this world.

- Carnivore
- Cold / Frost / Tundras
- Hostile
- Lv 2

**Numert** : Luminescent and transparent, these jellyfishes are a sight to behold in numbers. Acting as a light source in oceans, these animals have formed a multitude of symbiotic relationships. Their food source is brought to them by other animals to illicit the bioluminescence, and they are safeguarded by other animals as beacon for reproduction. They are, however, equipped with a toxic sludge that they can spray, should the need arise.

- Omnivore
- Seas / Deep Sea
- Very Low Hostility
- Lv 2

**Atwet** : Basing their diet solely on nuts, these animals have developed a set of large, thick frontal teeth, allowing them to crack open any hard shells. Evidently, their jaw strength is sufficient enough to ensure survival. While typically docile, should they be challenged one should mind where their weapons land, for they can easily shatter it.

- Herbivore
- Deep Forests / Forests / Mountains
- Low Hostility
- Lv 2

**Oboul** : Obouls have decided that the best offense is defense. Equipped with scales that hide teeth, Obouls will curl up into a semi ball and expose these sharp fangs. Obouls can curl up without exposing their outside teeth, and they have a habit of rolling down hills in their curled form. Sadly, these creatures come in packs, and once one rolls, all follow suite, causing at times a literal landslide.

- Herbivore
- Mountains / High Mountains
- Low Hostility
- Lv 2



**War men** : Some canine are cursed with higher intelligence, allowing their species to form a much more complex system of survival. War Men are wolves that wage war against their tribes, hence the name they hold, reminiscent of mankind. War Men show signs of culture, and preservation of said culture. They do rituals, they try to formulate plans and hierarchies. They are a much more crude, much simpler facet of humanity, and they show the worst side. War Men have been deemed too close to Man, thus they are a kill-on-sight species. They fight to survive, and they have shown adaptation. Maybe one day, these wolves will side with the MMF. Cursed be if that day ever comes.