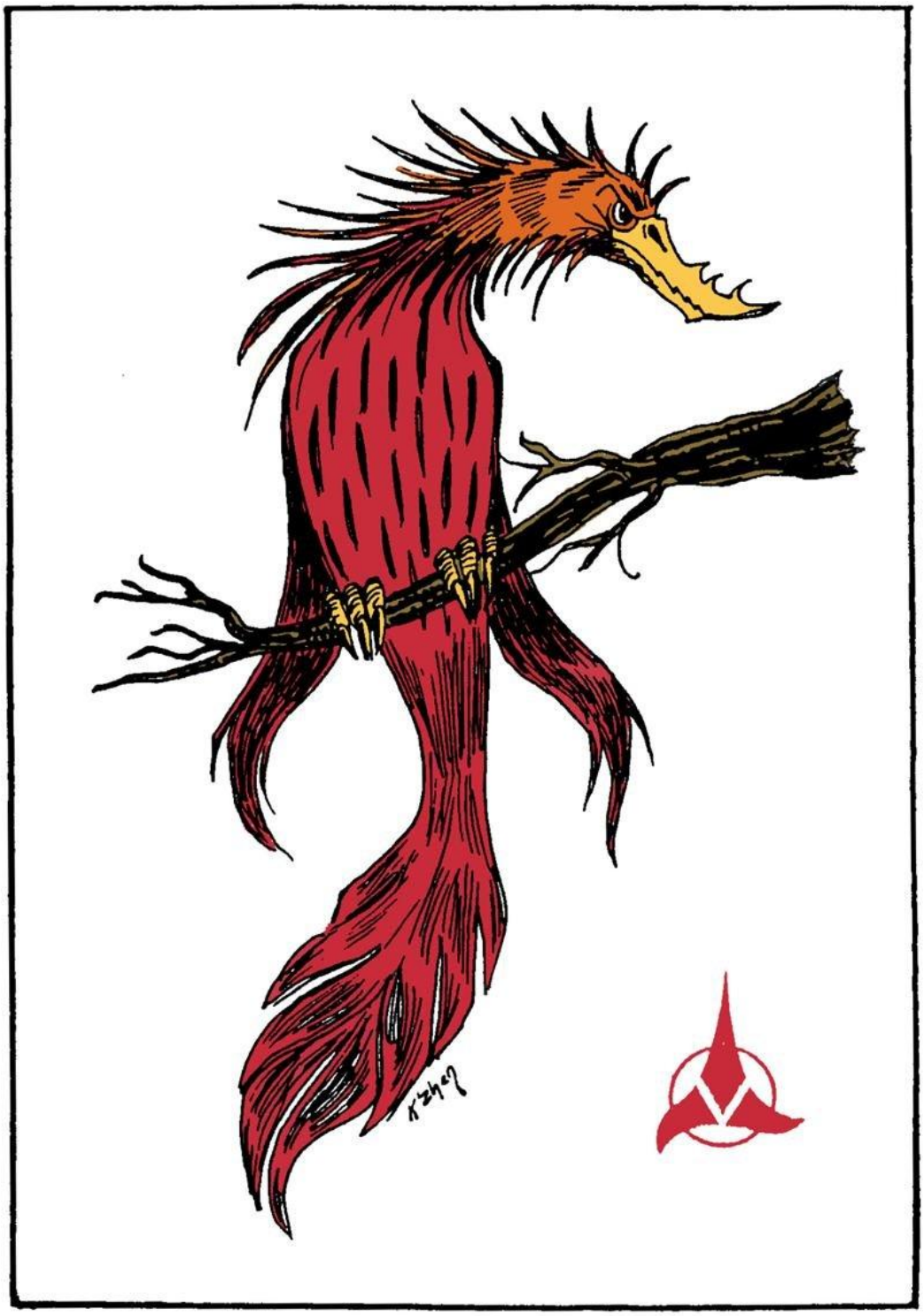
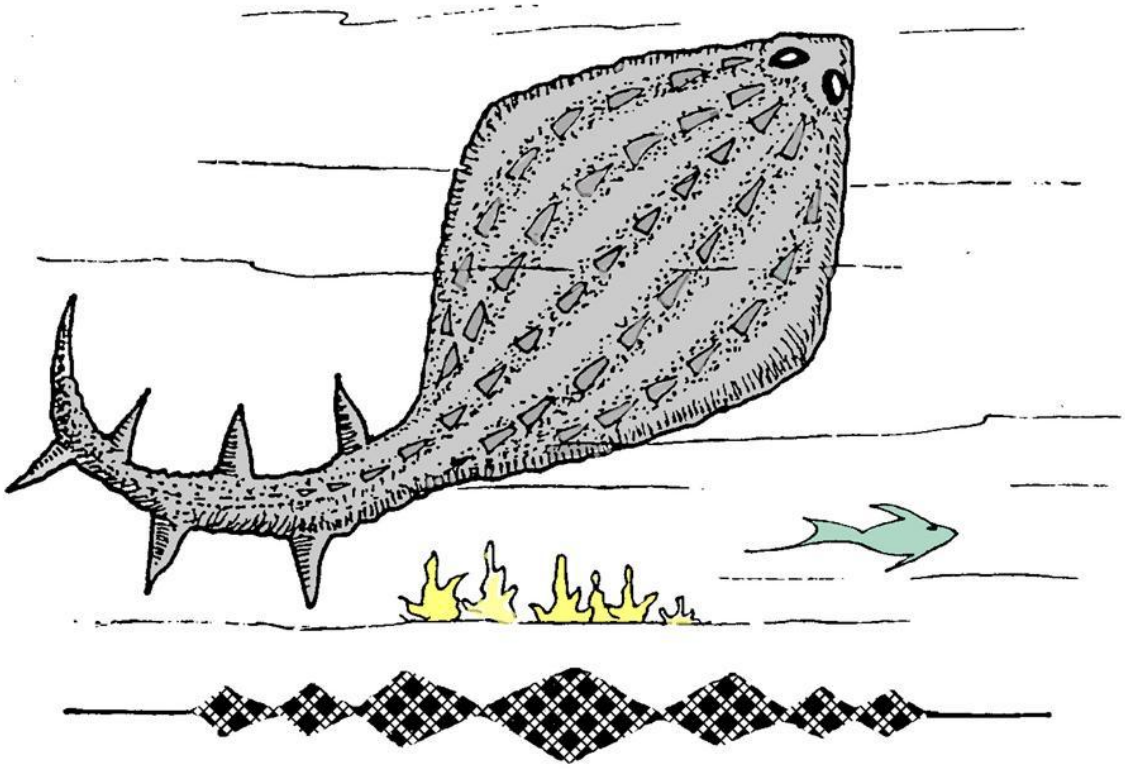
KLINGON FAUNA



Klingon Strike Force



Name:	BOHTAN RAY - botan bIQ'er
type:	Fish By K'mar Koresh
Size:	Up to 6 feet from nose to tail
Weight:	About 15 lbs. per foot
Terrain:	Sea
Diet:	Herbivorous
Activity:	Day
Society:	Solitary
Defense:	Sting, cloud of poisonous dye.

DESCRIPTION AND HABITS: The feeding habits of the Bohtan are similar to that of the Plakaton whale with respect to eating plankton. When startled, the Bohtan excretes a cloud of poisonous black dye which quickly obscures the surrounding area. The Ray's mating habits are similar to rays of Terra.

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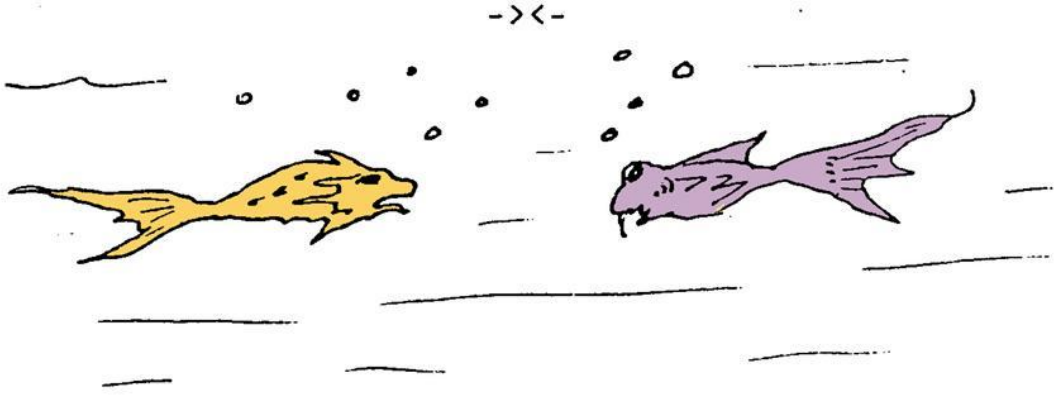

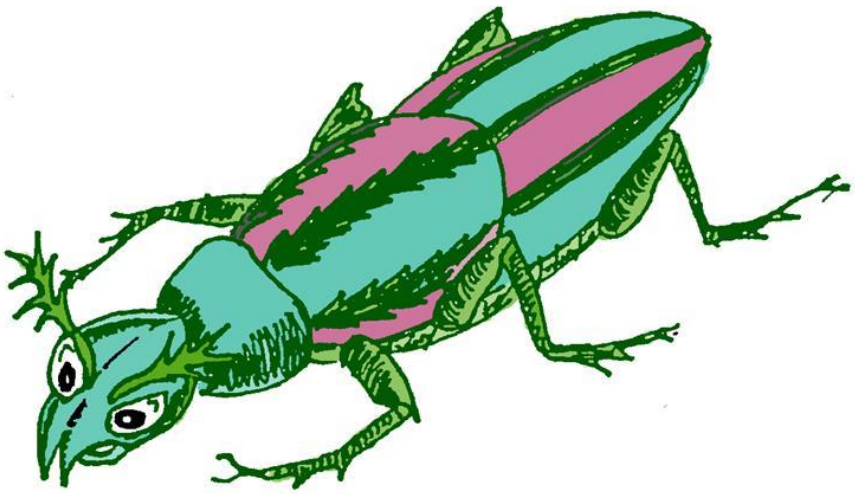

Name:	SamwI' bep ghew - (SEEKER AGONY-BUG)-
	- by Klegion JeN-A Kluge-Jenvav
Type:	Insect
Size:	5 inches long, 2 inches wide
Weight:	2 ounces
Terrain:	Dense, moist forest
Diet:	Blood, any kind
Activity:	Nocturnal
Society:	Social
Defense:	Swarming in large numbers

DESCRIPTION AND HABITS: This multi-colored insect is one of the largest and most durable on Kronos. It has aptly been called the Klingon Cockroach. It lays its eggs during pochpoH (time of planting), protects the eggs during yInlop (celebration of life). The eggs then hatch and feed off the parents. Then during yobpoH (time of harvest) returns to the surface to feed, mate and prepare for the next cycle of life.

Though not deadly to Klingons, if other sources of food are scarce they have been known to swarm a being and ingest the blood until the victim is drained and dead. They also will swarm if the eggs are threatened in any way.

They feed by piercing the flesh with their pointed barbs and injecting an anesthetic. They drink their fill, then withdraw the barbs, leaving a good sized wound. Within a few hours the site swells, depending on the age and health of the victim. It can swell to as large as 6 inches in diameter and 1 1/2 inches high. If the cyst is on the extremities, it is usually not fatal, but if on the throat or chest area, the swelling can cause death. If the victim is swarmed, the anesthetic renders paralysis which is why they can drain a victim dry.

Name: BEANLOP - SupwI' SuD
- By K'Zhen Zu-Merz
Art by Kegta

Type: Reptile
Size: 2-3 feet long, 2 1/2 ft tall
Weight 20-30 lbs.
Terrain Rocky wilderness
Diet: Carnivorous
Activity: Daytime
Society: Solitary or pairs
Defenses: Teeth and claws

DESCRIPTION AND HABITS: SupwI' SuD, or Green Hopper, also referred to as Beanlop, is a hopping lizard that dwells in the badlands where it searches for smaller prey among the rocks. It often leaps upon them to bring them down, then immediately snatches them between its jaws which are armed with strong teeth. It is not a vicious creature where Klingons are concerned, for it will usually run and hide when one or more appears. It lays eggs on the ground and covers them with dirt and small stones. When they hatch they begin to rove in search of food, while the mother watches over them. Beanlop flesh is often consumed by dwellers of the wilderness, and are hunted with spears. It makes a squeaky sound that varies when hunting, eating, searching for a mate, and courting.

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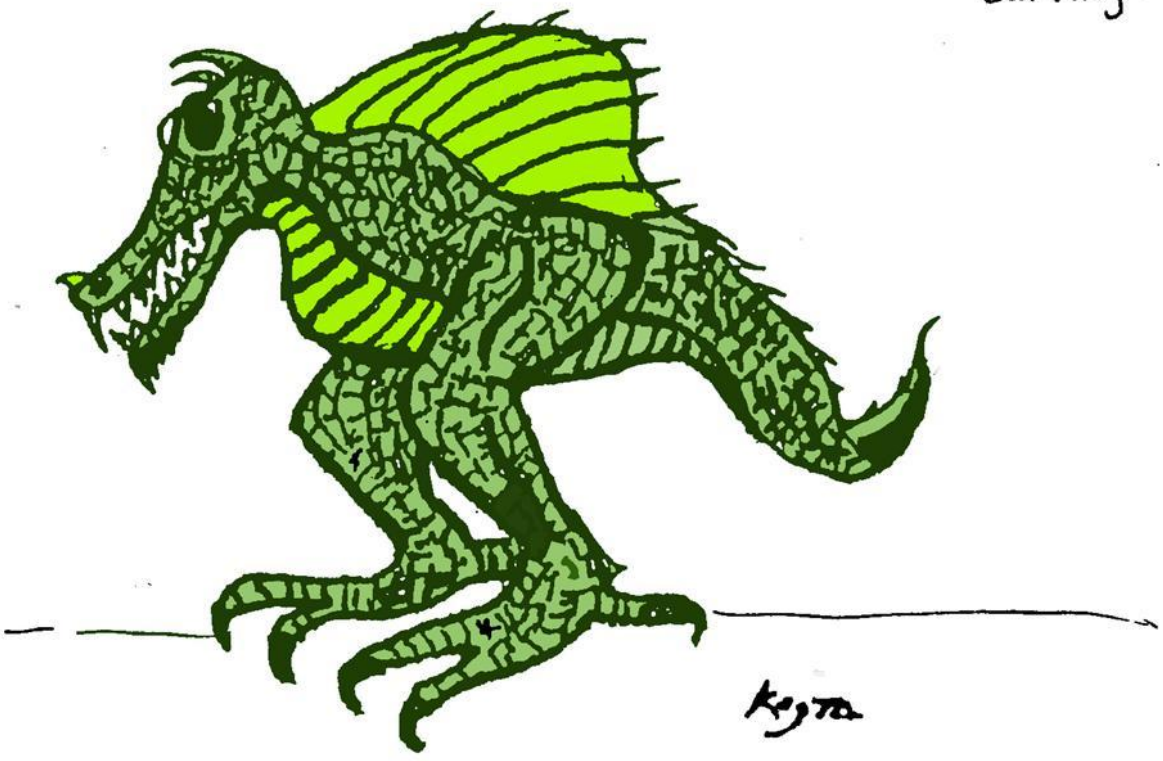
from an ancient stone carving.



Name: BLOOD DRINKER - 'Iw tlhuthwI'
- By K'Zhen Zu-Merz
Art by Ke'reth Makura

Type: Amphibian
Size: 2 feet long
Weight 15-25 lbs.
Terrain Near water
Diet: Carnivorous
Activity: Daytime
Society: Solitary or pairs
Defenses: Teeth and claws

DESCRIPTION AND HABITS: This Kiazhian amphibian lurks on the shores of lakes and rivers, watching for creatures on land and fish in the water. It catches small creatures with its long tongue, larger ones by leaping upon them, and fish by diving into the water after them. Rather than devouring its prey, it prefers to suck out the bodily fluids, though it has been known to swallow them whole if it feels threatened, or is in a hurry.

The Blood drinker is pale yellow-green in color, darkening with age upon the back. Its eyes are brilliant yellow with reddish slit pupils. It lays its eggs in the mud in early spring and allows them to hatch and then fend for themselves. It makes a raspy sound that varies in intensity.

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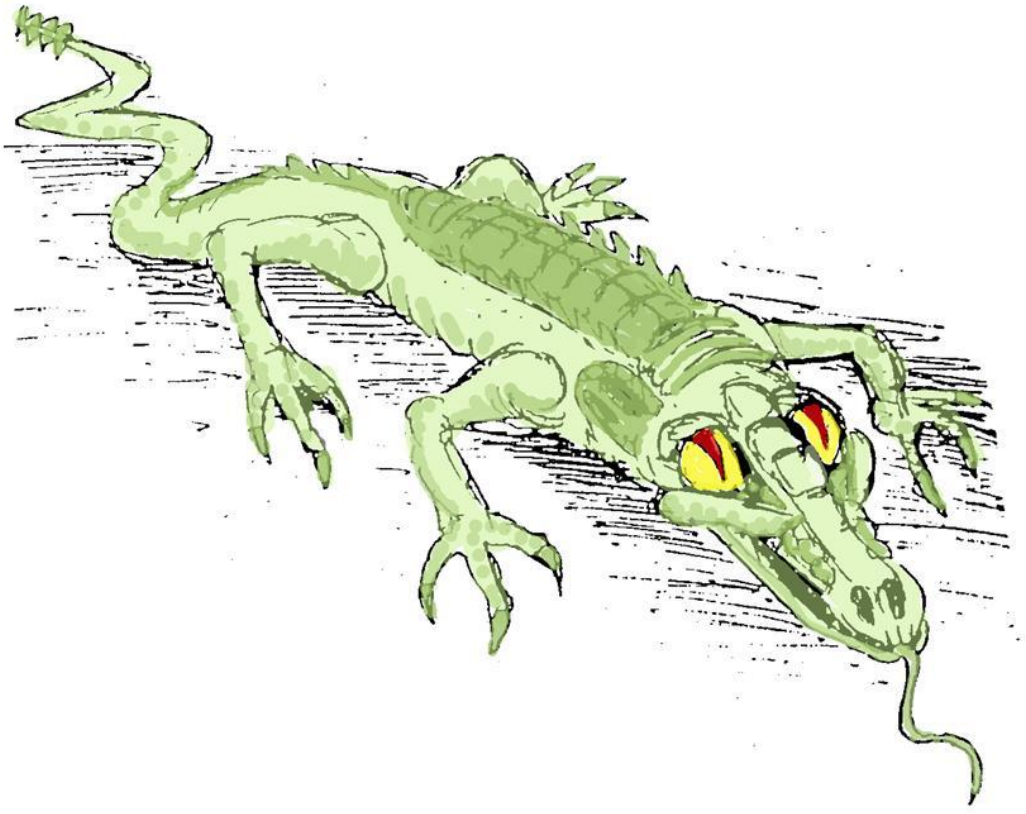
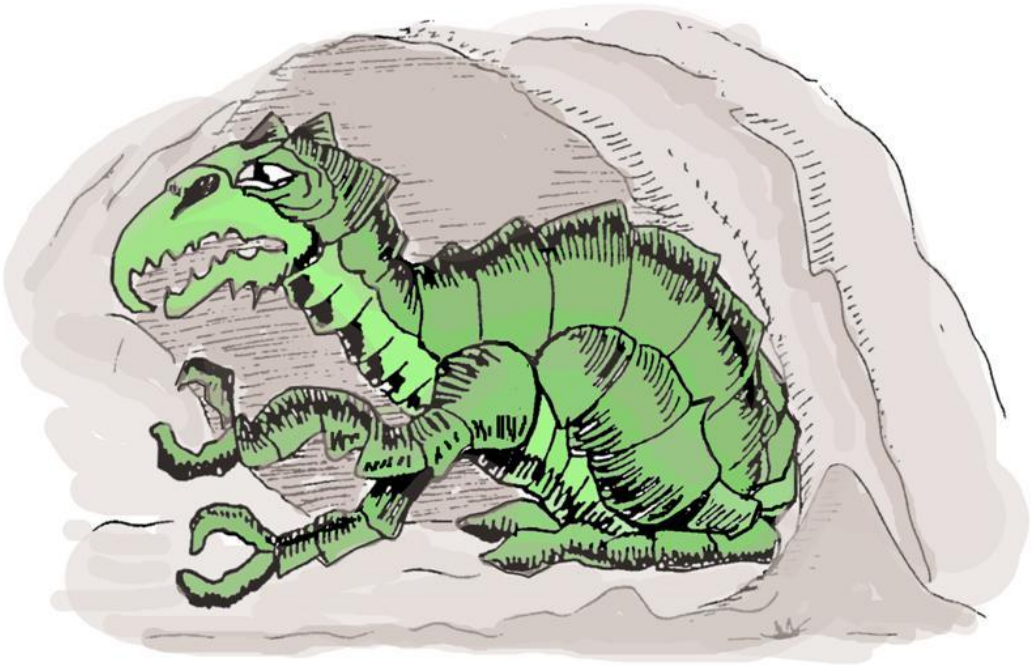


Cha'te - Cha'tI'



Name:	CRUNCHER - beQmoHwqwI' K'Zhen Zu-Merz
Type	Reptile
Size:	2-5 feet long
Weight:	Approx. 50 lbs.
Terrain:	Badlands
Diet:	Carnivorous
Activity:	Day
Defense::	Bite

DESCRIPTION AND HABITS: The armor covered Cruncher seeks out other creatures with shells or scales, such as the Seeker, Springer, turtles, etc. Its powerful jaws can crush almost anything, including stone. As it does so, it picks away the shell with its claws and devours the flesh.

It dwells in caves and catches anything that enters its domain. In spring the creature lays eggs beside rocks where the sun will heat them, and leaves the young to hatch.

It is a gray-greenish-yellow in color shading to lighter toward its underside. It makes sounds like throat-clearing as it goes.

Cavé Snail - wutlh QIt vIHwI'

Name:	CHAGDOR - chaghDor - By K'Zhen Zu-Merz
Type:	Mammal
Size:	About 1 ft. long
Weight:	About 5 lbs.
Terrain:	Caves
Diet:	Carnivorous
Activity:	Daytime
Society:	Pack
Defense::	Bite

DESCRIPTION AND HABITS: The desert-dwelling Chagdor makes its home in caves in any temperate to tropical badlands. Its rough brown bark-like skin resembles scales, but it is warm-blooded. In the spring of the year, the female gives birth to twins or triplets. A few days after birth young Chagdor learn to eat with the pack from food brought back to the lair, for the females do not mother their young except for a few days. The Chagdor hunts in packs, pursuing prey relentlessly, and then ripping and eating them alive with sharp teeth. It is red-brown in color; its voice is a long, descending trill.

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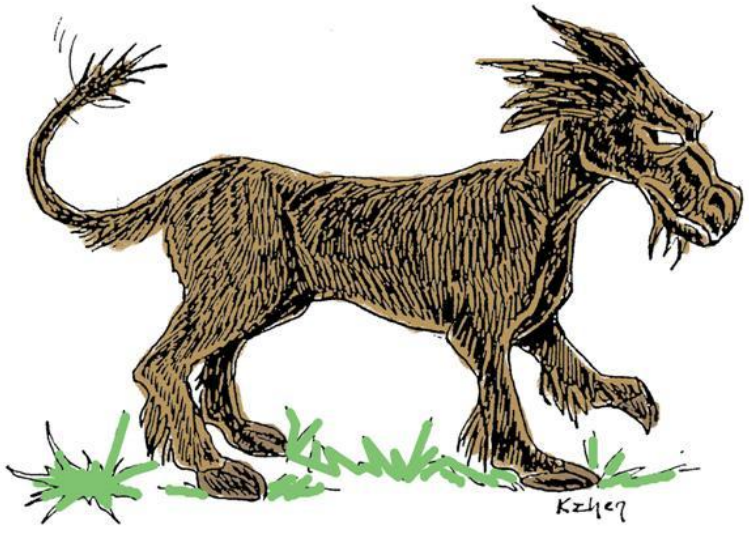
Name:	SuSval (Clever Breeze) By Klegion JeN-A Kluge-Jenvav
type:	Mammal
Size:	Approx as Terran mountain lion
Weight:	Same
Terrain:	Forest or grasslands
Diet:	Carnivorous
Activity:	Day
Society:	Solitary or pairs
Defense:	Sharp teeth and claws

DESCRIPTION AND HABITS: The SuSval in Federation Standard means Clever Breeze; the SuSval is deadly and quiet as a breeze when staking its prey. It is probably the most ferocious animal on Klinzhai. Its loud, deep roar and vicious habits make it the most feared animal in the galaxy. The SuSval likes to lie in bushes and trees and leap upon its prey. It eats everything it hunts. Many hunters and others have been killed and dragged away and eaten by the SuSval. It stalks its prey very quietly, following them for long periods of time seeking its weakness and strength and then uses it to its advantage, When attacking or defending itself large sharp spikes appear and rise from the back of the SuSval. With these and its large claws it rips and tears the victim's flesh apart.

The SuSval is slightly smaller but much heavier than the Terran mountain lion. A male may grow to about 9 feet long, including its 2 1/2 long spike-tipped tail, and may weigh up to 320 pounds. Its coat is heavy fur with a layer of scales beneath it, usually deep brown or brownish-yellow and marked with dark spots. The darker the coat, the more powerful the SuSval is. Some have a coal black color and their strength is 2 1/2 times that of an average Klingon warrior. The Ancient Klingons believed the SuSval was a god and their descendants still revere it. It gives troops added fighting ability to believe that the valSus is behind them. One of the most ferocious yet quiet animals known to the Klingon race, it is feared by all as an enemy.



Name: HILL ANIMAL (HuD Qogh)
- By Drekar Tor-am

Type: Mammal
Size: 3 feet tall, 4 ft. long
Weight: 75 lbs.
Diet: Herbivorous
Terrain: Mountains, low hills
Activity: Daytime
Society: Herd
Defense: Horns

DESCRIPTION AND HABITS: This animal can be tamed, although in its wild state it is very dangerous. It is very territorial and has been known to attack anything it feels threatening that it cannot escape from. Hunting them is considered great sport by both Klingons and other races; its horns are a much sought-after prize.

The white wool from domesticated HuD Qogh is ve strong and makes fine clothing. It is a major exp of Nerus IV. Roasted HuD Qogh is considered delicacy, even though Klingons usually prefer th meat raw.

The illustration is from a book, "Creatures of t Empire" and was originally used on tapestries ancient times.

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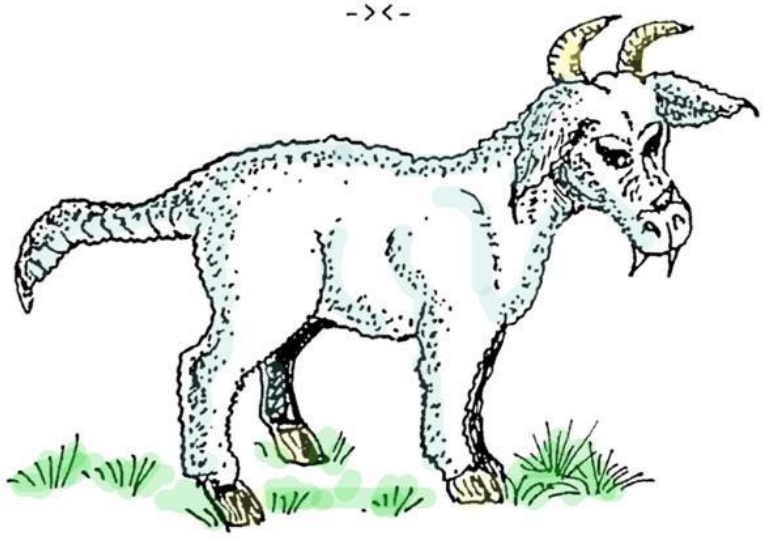

Name: FLYING SERPENT - ghargh puvwI'
By Drekar Tor-am

Type: Reptile
Size: 25 inches long
Weight 1 1/2 lbs.
Terrain Woodlands
Diet: Herbivorous/Insectivorous
Activity: Day
Society: Solitary
Defenses: Nerve toxin

DESCRIPTION AND HABITS: This gentle varied-colored reptile is a favorite pet of Klingons. It is very loyal to its owner if the same owner has had it since its birth. It will not strike unless ordered to do so by its owner, or if it feels threatened. The colors of the Flying Serpent vary with the type of fruit it eats. Its eggs are also considered a delicacy by many Klingons.

The illustration is taken from a children's book called "Creatures of the Empire".

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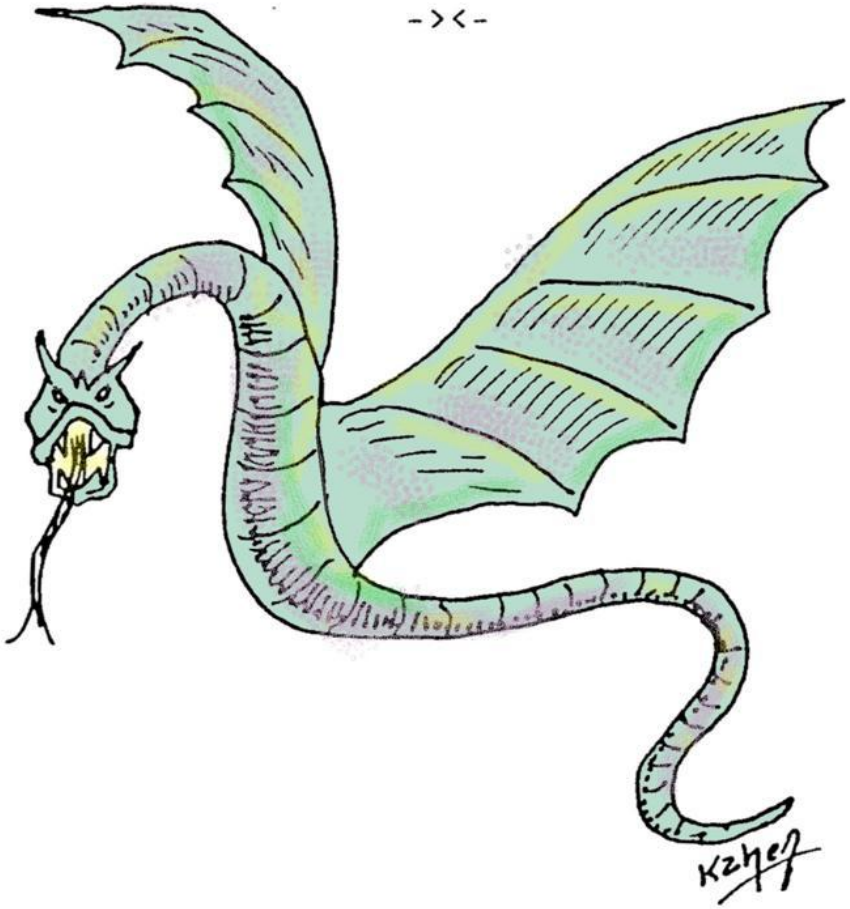
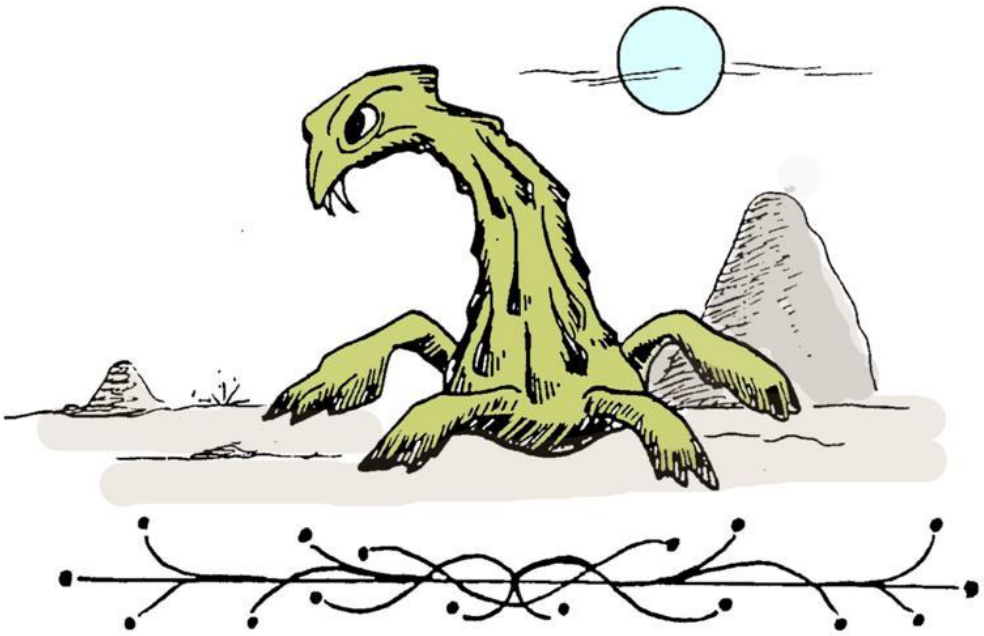


Name: FOREST SPIDER - ngem chorgh'uS
- By K'Zhen Zu-Merz

Type: Arachnid
Size: Body 6 inches long, 10-inch legs
Weight 9 ounces
Terrain Forest
Diet: Carnivorous
Activity: Dawn to dusk
Society: Solitary or pairs
Defenses: Poison fangs

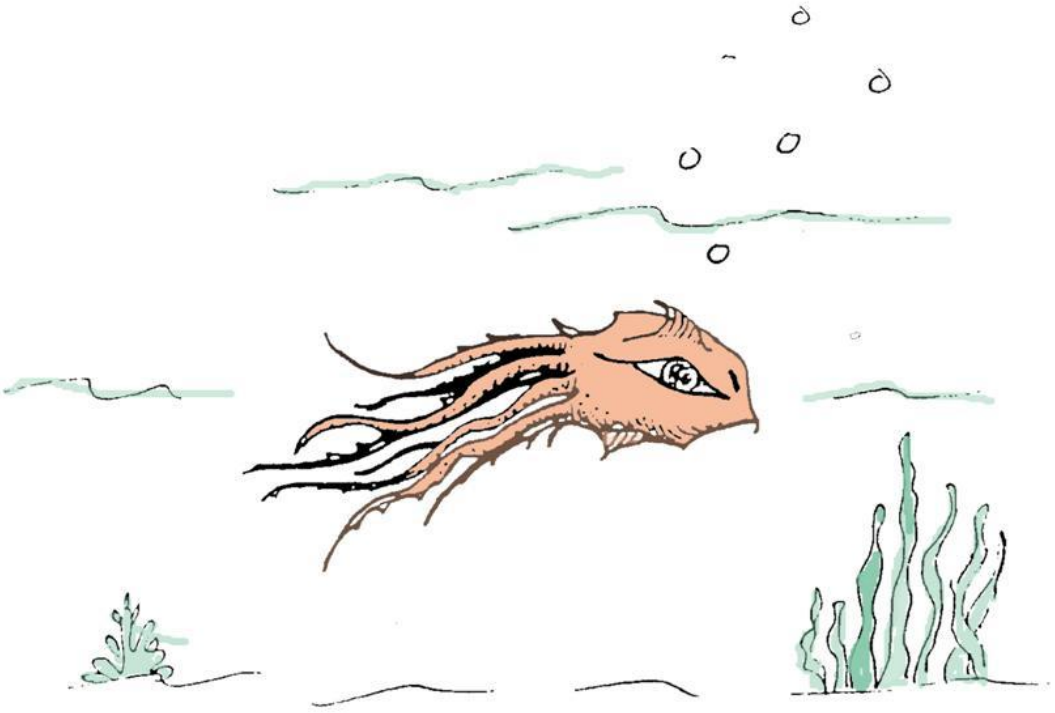
DESCRIPTION AND HABITS: The black Forest Spider of Kiazh is a menacing creature of the woods, weaving a web among the tree branches and waiting to pounce on unsuspecting prey that venture near. It swings downward on a strong webline to grasp its prey, bringing it to its mouth where sharp teeth inject a lethal poison. Then it hauls it into its web to feast upon, sharing it with a nest of young if it has a brood. It lays eggs in a pouch in the fall of the year, then drops down to the ground where it buries itself among the forest debris for the winter. It may survive several winters, but finally it dies there in its bed, leaving a nest full of voracious young to carry on its tradition of horror. Where Forest Spiders are known to exist, hunters and others who venture into the woods wear sturdy head coverings and carry weapons ready to deal with this vicious predator, for it will attack most anything. It makes a chittering noise when attacking and calling for its mate.



Name:	FOUR FEET (loSqamDu') - By K'Zhen Zu-Merz
Type	Oviparous
Size:	Approx. 3 feet
Weight:	Approx 30 lbs.
Terrain:	Badlands
Diet:	Carnivorous
Activity:	Daytime
Society::	Small bands
Defense::	Bite

DESCRIPTION AND HABITS: Covered with a leathery, dirty-yellow hide, the loSqamDu' scuttles about on the bare ground in areas where vegetation is sparse, feeding upon small burrowing creatures and those that live under rocks. It is able to excavate their holes with its beak and then insert its head and long neck into the widened tunnels to reach them. > It tips over rocks with its head to get at small creatures that live under rocks.

Before they mate, these creatures engage in a curious mating ritual that involves weaving and bobbing of their heads as they circle one another. In spring the female lays its bluish eggs in a burrow she digs itself or in abandoned holes, and then leaves them to fate. The loS qamDu' makes no discernable sounds except a soft squeaking during their mating rituals.



ghulte'

Name:	GULT - By K'mar Koresh
type:	Crustacean
Size:	Up to 9 inches
Weight:	Up to 3/4 lb.
Terrain:	Sea
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense:	Clouds of black dye

DESCRIPTION AND HABITS: The Gult uses its many tentacles both to propel itself and also to capture its prey. When under attack it excretes a black dye as a means of camouflage so it may escape. It lays eggs among the rocks and leaves them to hatch and survive or die. The better the hiding places among the rocks, the more young Gult survive. They begin life by dining on plankton.

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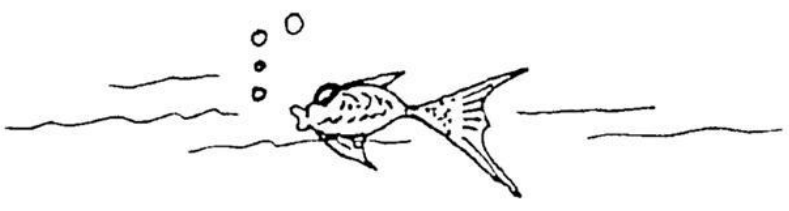
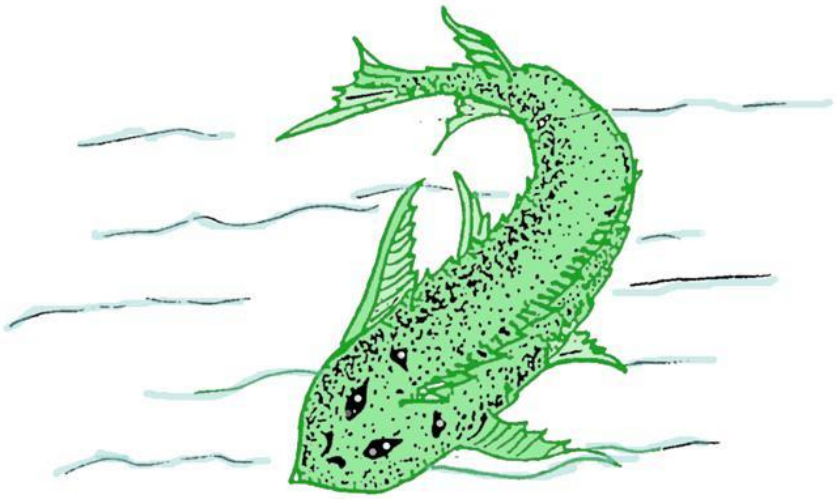
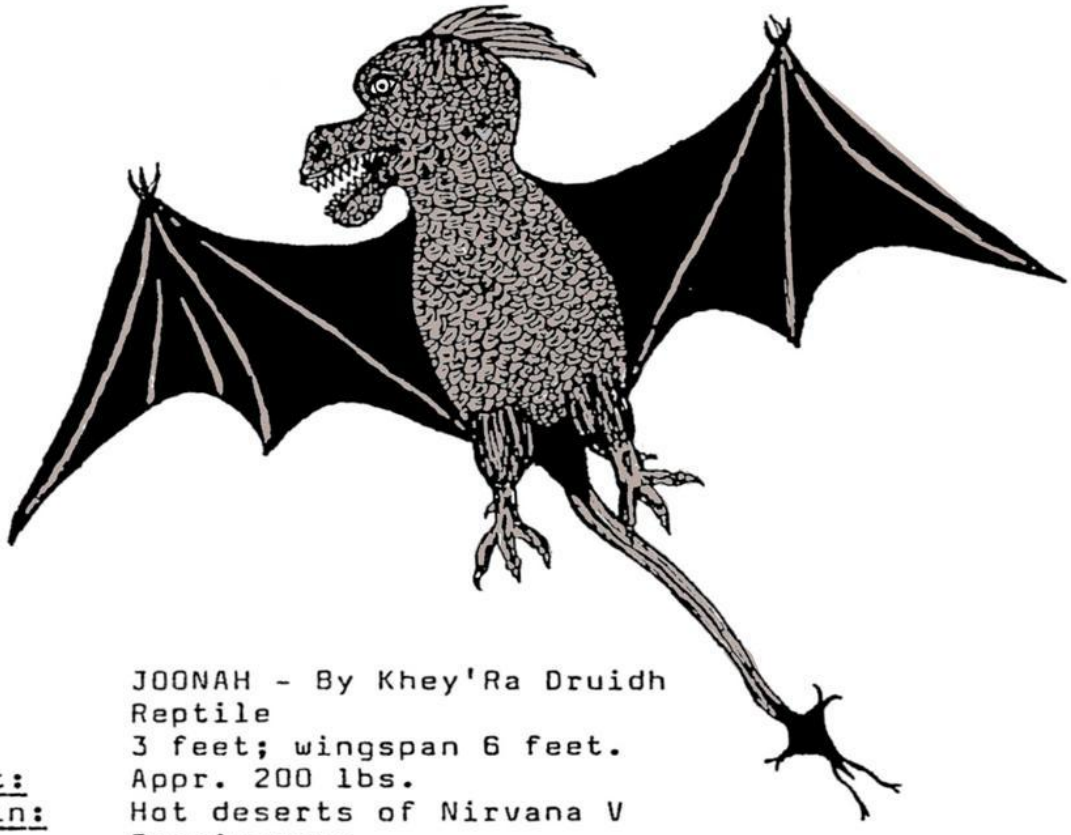




Name:	GOLMAT - gholmat - By K'mar Koresh
type:	Fish
Size:	1 1/2 to 2 feet long
Weight:	Up to 25 lbs.
Terrain:	Sea
Diet:	Omnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Speed, camoflage

DESCRIPTION AND HABITS: The Golmat travels the sea during its waking hours; although primarily a herbivore, feeding on sea plants, the Golmat will eat smaller creatures when opportunity arises, Its distinguishing feature is its four eyes, one pair of which is on top of its head. It attaches its eggs to the underside of sea plants and stays nearby to see that they hatch and that the young have protection for the first week of life. They stay close to their mother during this time, and gradually swim farther and farther away until they are on their own. If hungry enough, the Golmat will eat some of her own young.

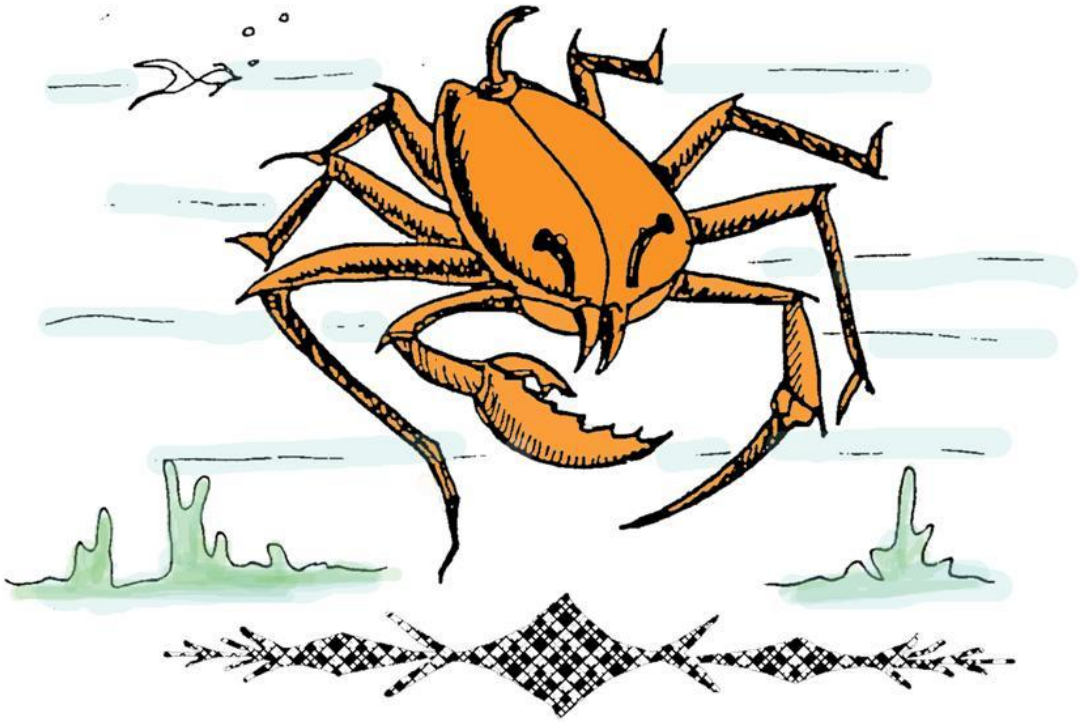


NAME:	JOONAH - By Khey'Ra Druidh
Type:	Reptile
Size:	3 feet; wingspan 6 feet.
Weight:	Appr. 200 lbs.
Terrain:	Hot deserts of Nirvana V
Diet:	Carnivorous
Activity:	Day
Society:	Lives and hunts in couples
Defense:	Sharp teeth with venom, claws

DESCRIPTION AND HABITS: The Joonah is found in the hot deserts of Nirvana V. It is a reptile which has developed wings during the evolutionary process. It lives in burrows which are dug into the soft desert sand. Once mated male and female stay together for life.

A clutch of 4-5 eggs is laid at the beginning of spring. The young are well protected and cared for by their parents and most of the clutch survive until adulthood. The Joonah can withstand cool temperatures, possible because it has developed a second skin which insulates the body against the cold. Hibernation is not necessary.

The Joonah is a good hunter, catching its victims with its strong claws. A bite follows and a lethal venom is injected into the wound from a gland situated on the throat of the animal. Death is immediate. The diet consists of small mammals and other reptiles. The population is numerous; there is no threat of extinction.



Name:	HOOKTAH CRAB - By K'mar Koresh
type:	Fish - HuqtaH
Size:	Up to 18 inches across its shell
Weight:	Up to 4 1/2 lbs.
Terrain:	Sea
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Powerful claw, venomous "hook", abdominal sting.

DESCRIPTION AND HABITS: Roaming the sea bed, the Hooktah crab first paralyzes its prey with its hook, then digests it at its leisure. It lays its eggs on the back of the male crab, who carries them about and protects them until they hatch. Then he will turn on them and try to gobble them up. Fortunately, the baby Hooktahs have an instinct to flee quickly as soon as hatched, but a sizable number still serve to reward their father with a lunch in return for transportation services. The Hooktah crab is considered a delicacy among Klingons, the poison in its abdominal sac serve as just the right flavoring to Klingon palates.

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Name:	HORN-DOG - targh jejwI' - By K'Zhen Zu-Merz
Type	Mammal
Size:	2 ft. at shoulder, 4 ft. long
Weight:	Approx. 90 lbs.
Terrain:	Wilderness
Diet:	Carnivorous
Activity:	Day
Society:	Pairs
Defense::	Bite, horns

DESCRIPTION AND HABITS: The Horn-Dog is a strong and vicious predator that hunts prey, large or small, in the wilderness where its usual prey abound.

In the spring of the year, Females give birth to a liter of up to 6 in an earthen cave, which she digs if necessary. The mother suckles the pups for only a few weeks. The male defends mother and pups fiercely until the pups have teeth and horns to defend themselves. Its hair is tan and stiff and somewhat waterproof. The Horn-Dog makes low grunting sounds, and also growls, especially when it feels threatened, or challenges a rival.

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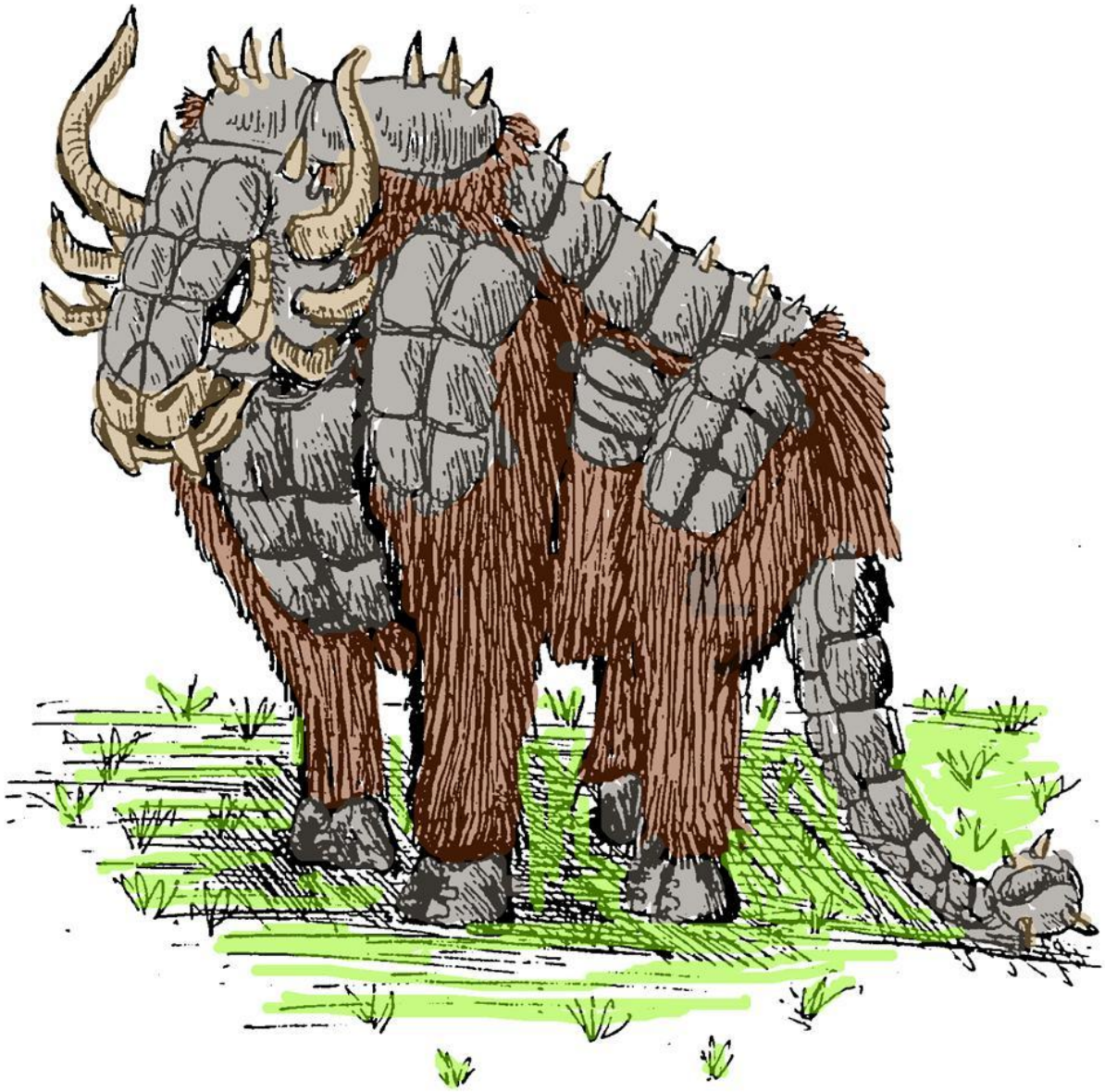
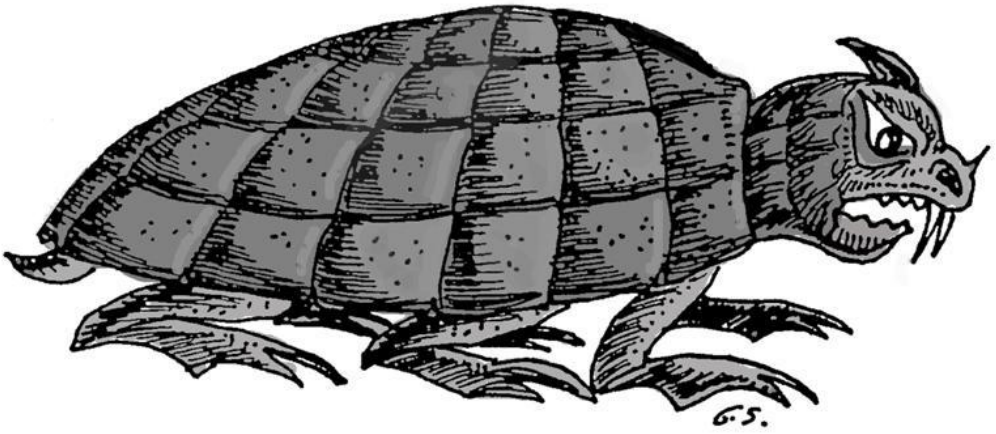


Ban-tar - Ice Mammoth

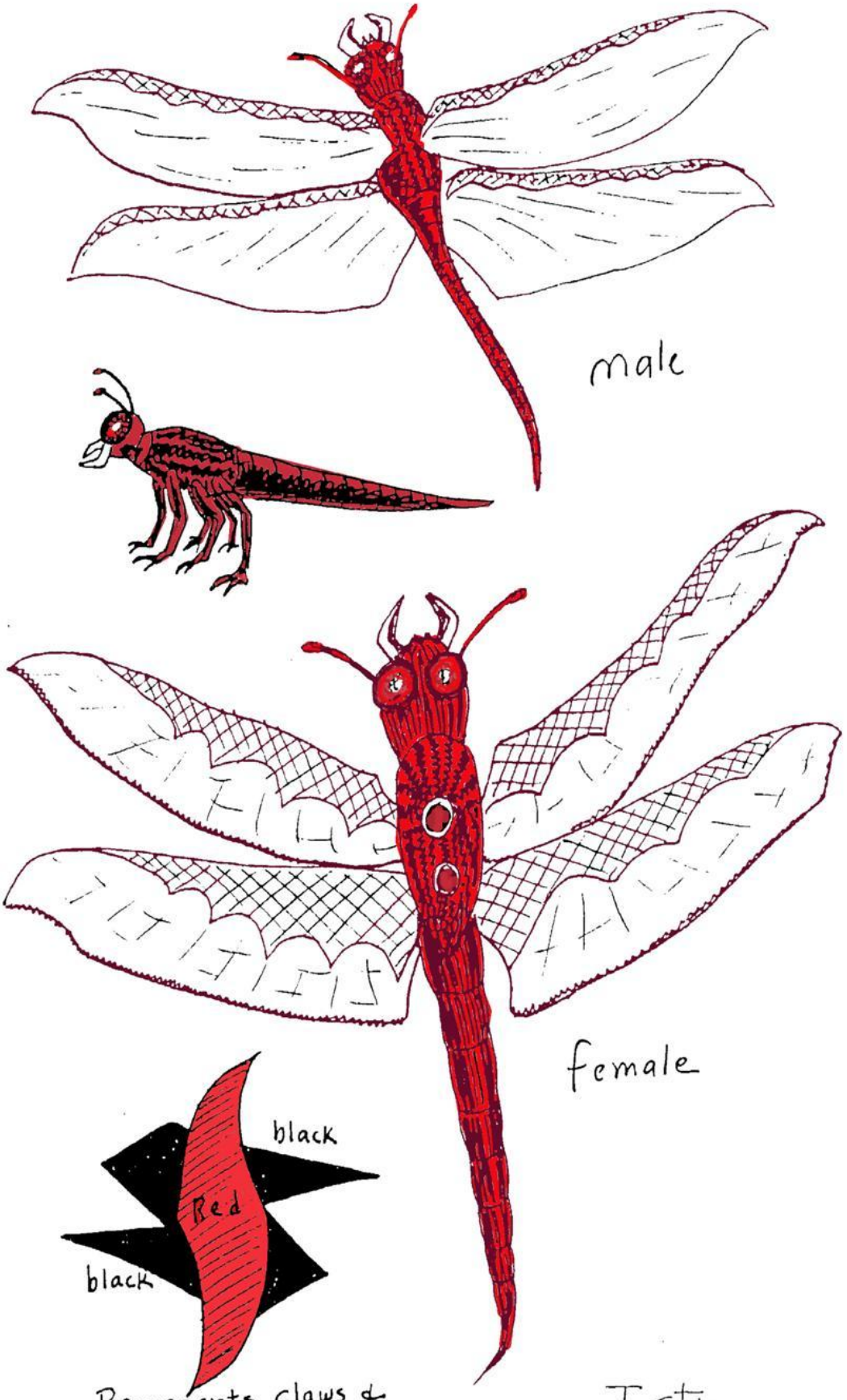


Name:	IMMORTAL SHIELD (yoD jub)
type:	Reptile/mammal
Size:	2-3 feet long, 1/12 high. 3 ft. wide
Weight:	75 lbs or more
Terrain:	Desert, seaside
Diet:	Insects, small animals
Activity:	Day
Society:	Solitary pairs
Defense:	Armor plated shield, fangs, claws

DESCRIPTION AND HABITS: Immortal shield is an appropriate name for this creature. Since Klingons have walked the face of Kronos, this animal's plates have been used not only as shields for battle, but also for building homes and graves. The teeth were used as combs and the claws as garden tools and weapons. The animal is almost impossible to kill as the only vulnerable spot on it is the genitals, it is only vulnerable for killing during mating. Due to the size and weight the only way it can mate is laying on its side, heads at opposite directions, with only the genitals touching. They must be pulled apart and speared through the genital area. After death the under belly softens allowing it to be cut. The sweet tenderness of the meat makes it a prize. Then the plates are cut apart and holes drilled for whatever use is needed.

Surprisingly this animal is warm blooded and after a gestation period of 14 Kronos months, it gives birth to live young. As it grows the plates are replaced with larger ones until it reaches maturity, then plate growth stops. It is surprisingly fast for such a large, heavy creature--but six legs are helpful.

It feeds on insects by dipping into the soil and decaying trees. It will also dig for any animal that digs burrows for homes. Their color is a very dark gray, and are easily spotted, but with the protective plates it has no fear of beast or Klingon.


male
female
black
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Represents claws &
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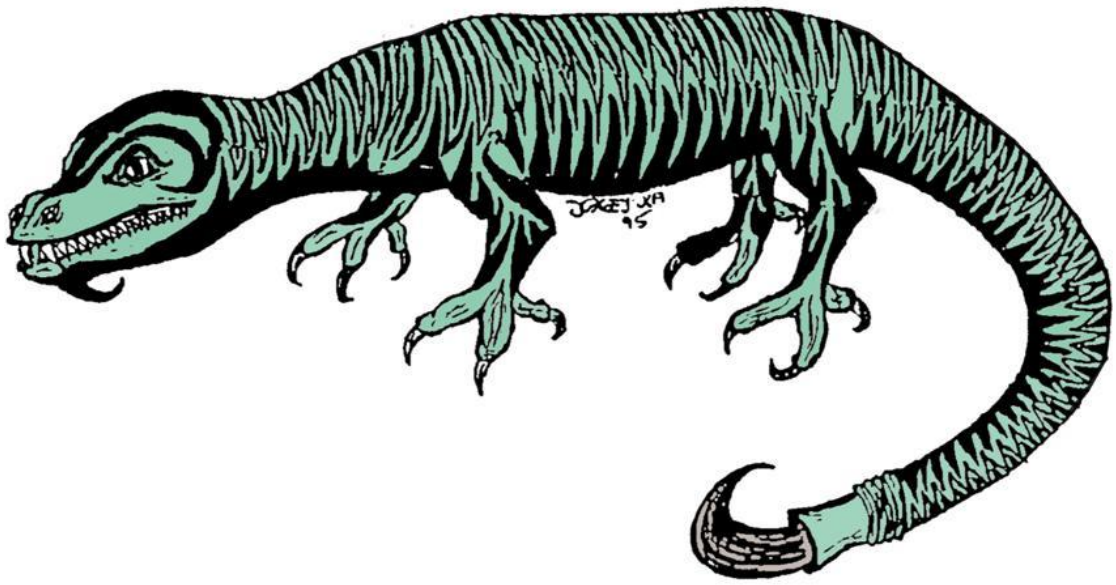
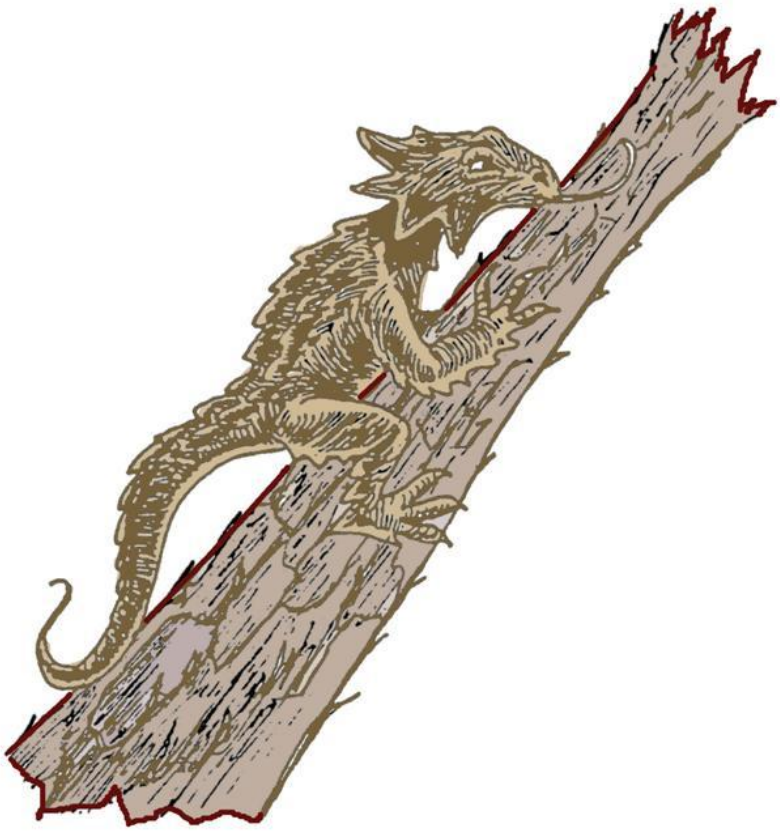


NAME: javDich - By Khey'Ra Druidh
Type: Reptile - (The Sixth)
Size: Approx. 6 feet long
Weight: Approx. 60 lbs
Terrain: Hot deserts of Nirvana V
Diet: Carnivorous
Activity: Day
Society: Solitary
Defense: Tail sting, lethal poison, sharp claws

DESCRIPTION AND HABITS: The javDich has been given this name because it emerges from hibernation during the sixth month of the Klingon calendar. It is a snail-like animal which has developed legs during its evolution. Its diet consists of small mammals. It digs itself into the desert sand so that it is well camouflaged. It claws onto the prey when it accidentally steps on the javDich, or comes very close. The prey is killed by lethal poison which is injected either by the tail sting or the teeth. There is no known antidote for this poison. The victim dies within seconds from heart failure.

The female attracts the male by making a whistling sound. The mating takes place just before the hibernation period. After mating the male returns to his solitary life. A clutch of five to six eggs is laid. The mother protects the eggs by lying on top of them during hibernation. In this time they mature to emerge again during the sixth month together with their mother. They are completely self-sufficient from the day they hatch from their eggs and grow up within twelve weeks.



Name: LOG LIZARD (Sor Qa') - By K'Zhen Zu-Merz
Type: Mammal
Size: 6-10 inches long
Weight: Approx. 1 oz. per inch
Terrain: Forest
Diet: Insectivorous
Activity: Day
Society: Solitary
Defense: Leaping

DESCRIPTION AND HABITS: This brown and tan tree-dweller is a nimble and agile climber as it searches for insects along the limbs of trees. It is particularly fond of insects that dwell in fallen logs, scooping them out of their holes with its long sticky tongue. It is also capable of leaping from branch to branch. It makes a hooting sound, which becomes louder and more prolonged in mating season, which lasts several weeks in spring. Young log lizards fend for themselves, eating insects found in fallen logs, where they find themselves in competition with Trigloths.

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Name: JUNGLE BEAR - ngem Qogh
- By K'Zhen Zu-Merz
Art by Kegta

Type: Mammal
Size: 2 feet long
Weight Up to 30 lbs.
Terrain Jungle
Diet: Omnivorous
Activity: Daytime
Society: Solitary
Defenses: Teeth and hands

DESCRIPTION AND HABITS: The Jungle Bear lives in tall trees of the forest of Kiazh, feasting on fruits, leaves, and small creatures that may be found upon them. It eats all day long, then nestles itself upon a branch near the trunk to sleep. It is slow-moving, with hands and feet to grasp branches. It often travels upside down among the branches. It is particularly fond of fruit and will struggle to any height or location to reach it. It makes grunting noises when it finds this difficult. It has a squealing voice during its spring mating season, Twins are usually born among the tree tops, and the babies cling to the mother's rough brown fur for several months while nursing, before striking out on their own.

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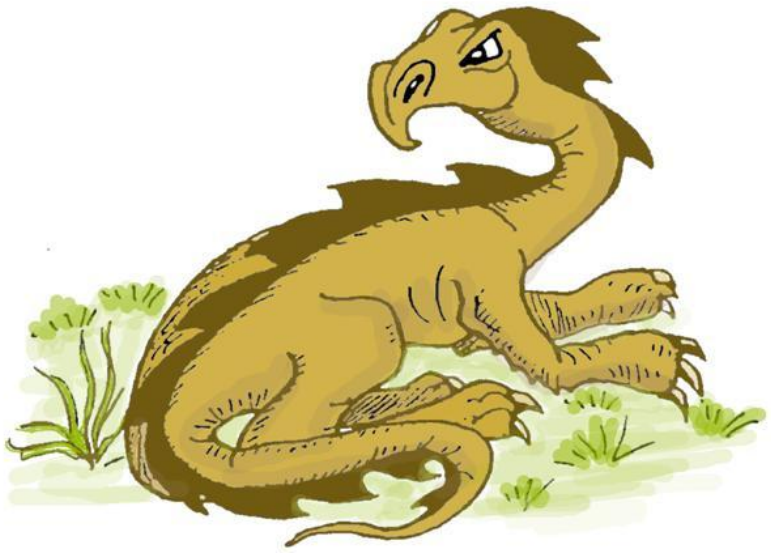

Name:	KILDU: - QIlDu - By K'Zhen Zu-Merz
Type	Mammal
Size:	Approx. 5 feet tall
Weight:	Up to 150 lbs.
Terrain:	Plains
Diet:	Carnivorous
Activity:	Day
Society:	Pairs
Defense::	Hop away

DESCRIPTION AND HABITS: The Kildu is a dweller of the temperate plains. Its yellow-tan hide is tough and leathery, and it sports a black crest that runs down its back, reminiscent of lizard-kind.

Its long, strong hind legs enable it to hop for long distances and pursue small animals, while its large purple eyes easily spot prey from a distance. Kildu bear a pair of offspring twice a year in nests of grasses and brush, and defend them fiercely.

The young are fed small lizards and rodents for a few weeks until they are able to hunt with their mother. She abandons them as soon as they make their own kills. This animal makes a raspy birdlike chirping sound.

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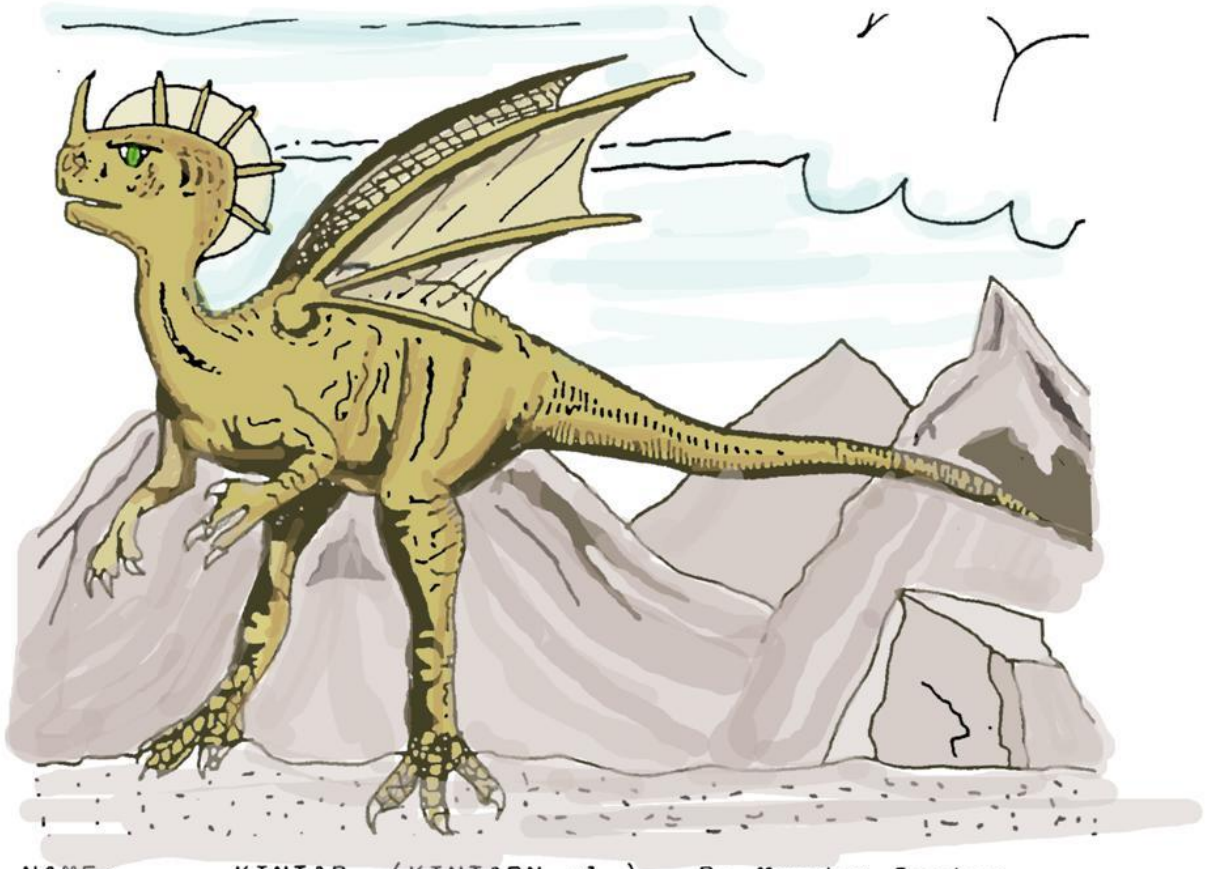
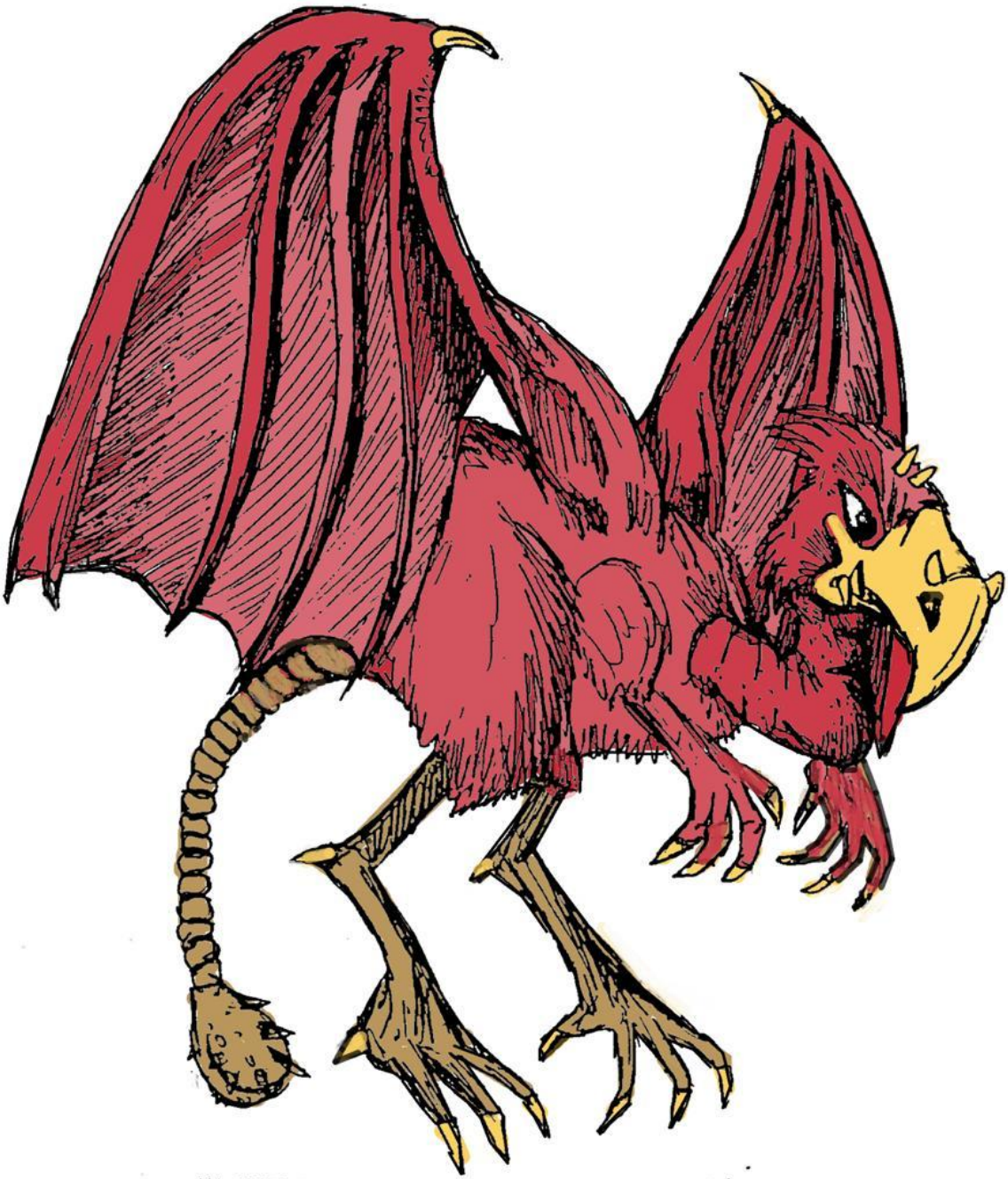


NAME:	KINTAR (KINTARN pl.) - By Mardan Septar
Type:	Reptile
Size:	Length 6-10 meters ht 2-5, wingspan 6-9
Weight:	100-1000 lbs.
Terrain:	Ocean to 4 then rocky mountainous regions
Diet:	Omnivorous
Activity:	Day
Society:	On land, a pack
Defense:	Claw, bite, butt with head fin, tail

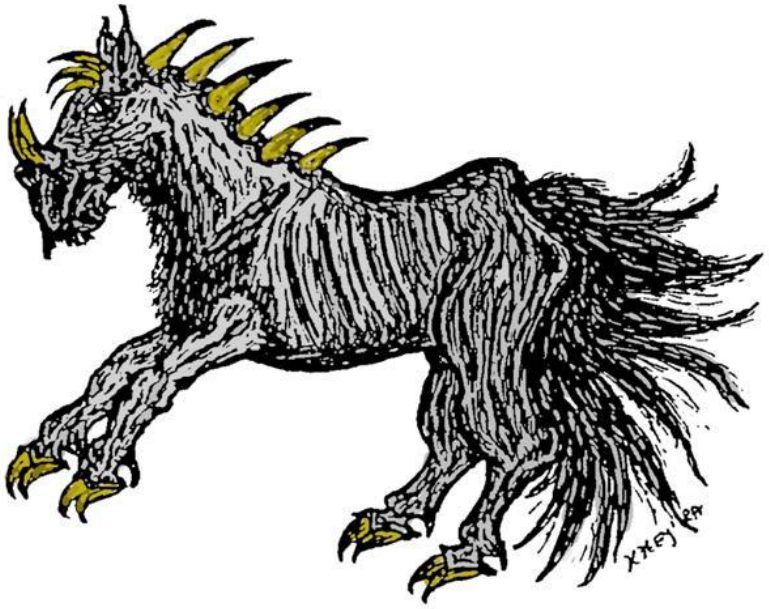
DESCRIPTION AND HABITS: Patriarchal society; during early years the young stay with the mothers in the sea. Very intelligent creatures, they can use foreclaws for lifting, building, etc. Most adult packs number between 20-30. Every year the males go into the oceans to mate, then leave the females to fend for themselves and their young. A litter can contain up to 6 Kintarn, which hatch from eggs.

Male Kintarn are predatory by instinct and will always go on the offensive. He can claw, bite or butt with his head fin, which is razor sharp. He can also use his tail.

Females use the same techniques but can also emit an inky substance from inside its mouth which paralyzes smaller attackers. A female will die to protect its young.



KLINGON VULTURE - Hegh SopwI'



NAME:	K'RAKKIAN HORNED HORSE - By Khey'Ra Druidh
Type:	Mammal - Q'Raqan 'er
Size:	5 feet at withers (male and female)
Weight:	Appr. 1000 lbs.
Terrain:	Ice desert of Sif
Diet:	Carnivorous (herbivorous in sparse supply)
Activity:	Day
Society:	Solitary
Defense:	Claws, teeth, nose and crest horns

DESCRIPTION AND HABITS: Although of stocky appearance it can develop an amazing speed (appr. 45 mph) when hunting prey. A wild streak in its character makes it unsuitable for domestication. It preys on smaller mammals, but can survive in times of sparse supply by becoming herbivorous.

The sounds it makes are very similar those made by the Terran horse, but it can growl as well.

To attract a female the male will go through an amazing show of strength. Should a rival appear on the scene they will fight until one of the competitors is dead. After a pregnancy of only five months the female gives birth to triplets. Her mate stays with the her during pregnancy. In the next season they will both seek another partner to create variety in the gene pool. The maximum lifespan of this animal is ten years but due to the climatic conditions there is a high mortality rate in infancy. A good number of offspring is necessary to maintain the species, the short pregnancy and the birth of triplets.

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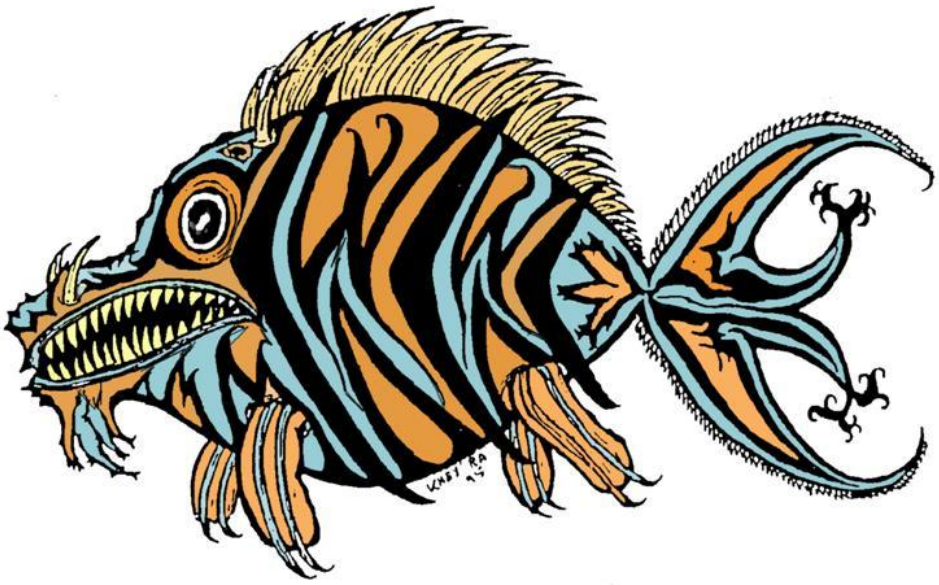

NAME:	K'Taurian Fish - By Khey'Ra Druidh
Type:	Fish - QItaran bIQ'er
Size:	3 feet long
Weight:	Approx. 20 lbs.
Terrain:	Aquatic
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Sharp teeth, ability to change color, spikes

DESCRIPTION AND HABITS: The K'Taurian fish is a native to the lakes of the Klingon homeworld. It rests during the day and emerges after dark to hunt its food and then returns to its resting place after dawn. Its chameleon ability makes it invisible to every potential predator or prey. It lurks among stones or entombs itself into the bed of the lake. The prey consists of smaller fishes and other small creatures. It kills its prey with razor sharp teeth and swallows it whole. These teeth deliver a nasty bite and are an effective weapon. Teeth are used to kill the prey but not for chewing, whilst strong stomach acids digest the prey. Bones and other indigestible parts are ejected through the mouth. Spikes on its back and fins serve as weapons and as a means of defense.

Mating takes place from the eighth month until the twelfth month of the Klingon calendar. The female fish lays a clutch of 1000-2000 eggs weeks burying them in the sand of the bottom of the lake. The offspring hatch two months later. Many of them fall victim to other carnivorous fishes. On average, about 50-75 young fishes survive to adulthood. After the female fish has laid her eggs she is ready to mate again. She signals her availability by taking on a blue color. The young are self-sufficient after hatching. Once the eggs are laid the female leaves them to their own destiny. A high rate of offspring is necessary to maintain the survival of this species At the moment numbers of K'Taurian fishes are high. The species is not under threat of extinction.

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Name:	LEAF LICKER (tI tlhutlhwI') K'Zhen Zu-Merz
Type	Oviparous
Size:	1-2 feet
Weight:	1-2 1/2 lbs.
Terrain	Woods
Diet:	Insects
Activity:	Day
Society::	Solitary
Defense::	Spines, tail

DESCRIPTION AND HABITS: A tree-dweller, the Leaf Licker gets its name from its habit of licking moisture and insects from leaves with its rough agile tongue which seems to dart in an out in a flash. It will also descend to the ground in order to feed upon ant colonies in fallen logs and branches. Its sturdy feet assure it a firm grip on even small branches.

Strangely enough, this creature does not bear live young, but lays leathery eggs in dead trees or logs, and leaves them to their fate. The young instinctively begin to feed after hatching.

The leaf-licker is brightly colored in yellow and rusty-red, the females more colorful than the males. It makes short high pitched piercing sounds as it goes along, which become sharper and more rapid when excited.

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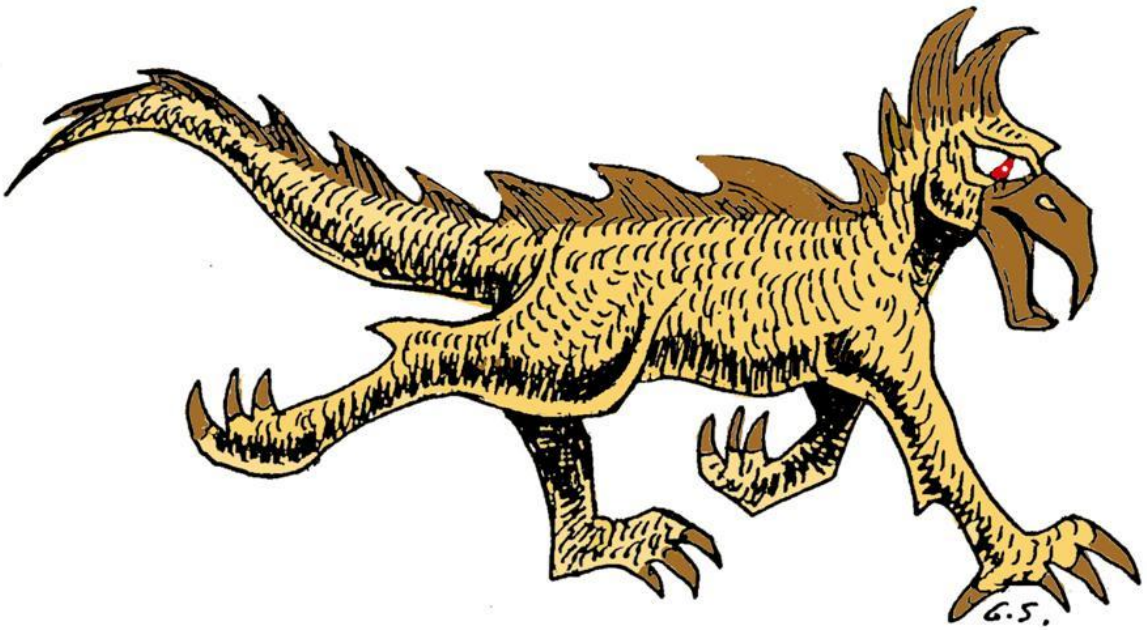

Name: LIZARD HOUND - targh DIrlet
- By K'Zhen Zu-Merz

Type: Mammal
Size: Up to 4 1/2 feet long
Weight Up to 275 lbs.
Terrain Badlands
Diet: Carnivorous
Activity: Daytime
Society: 3 - 5 in a pack
Defenses: Beak, claws, back and tail spines

DESCRIPTION AND HABITS: - The hide of the Lizard Hound is tough and scaley, yellow and brown in color, its eyes are red. It prowls the badlands of Kiahz seeking the young of other species to devour them, being often forced to face their parents. But it is well prepared to take on most any other animal its own size and some larger. Its powerful beak, once it seizes hold, is able to rend fur, scales and flesh.

It mates in late spring after a ritual dance, and 4-7 offspring are born before winter in a cave where the pack takes shelter, to remain until spring. The parents are especially active as cold weather approaches, bringing home large quantites of meat that soon freeze and keep if not eaten.

The Lizard Hound has a sharp bark; during mating the badlands echo to the sound of their mating rituals.

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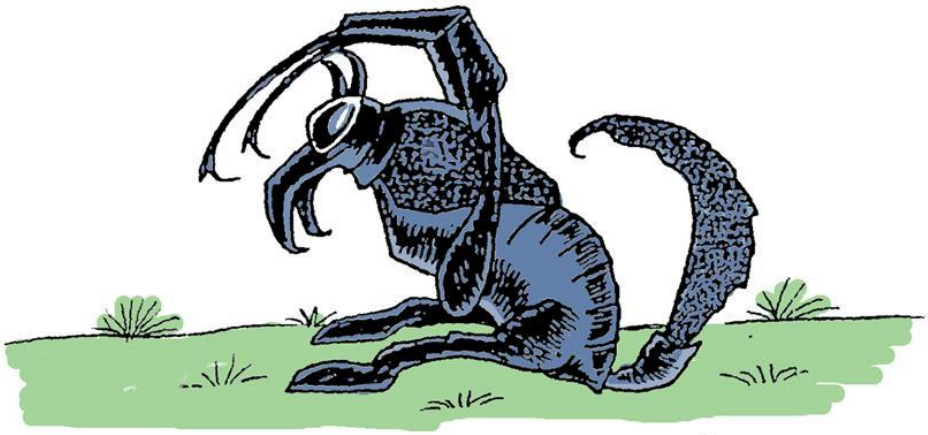

Name:	REACHER (SIchwI') - by K'Zhen Zu-Merz
Type	Insect
Size:	Up to 1 ft long
Weight:	About 12 ounces
Terrain:	Any
Diet:	Carnivorous
Activity:	Dawn and dusk
Society::	Solitary, swarms
Defense::	Claws, beaks

DESCRIPTION AND HABITS: This large insect emerges from its nest in hollow logs to prey upon small animals and insects at dawn, brings them home to feast upon them during the day, repeating the process at noon and before dusk. It stalks its prey by scooting along on its hind legs and pushing with its tail until it spots its prey, then pauses to wait for the right moment to reach out with its long forelegs to hook them into its flesh and pull them within reach of its powerful twin beaks. These in turn crush and rip its victim in preparation for eating.

It lays its long slender white eggs in its nest, then abandons them and goes to prepare a new nest. Dark bluish in color, it makes a raspy noise in mating season, when it swarms.

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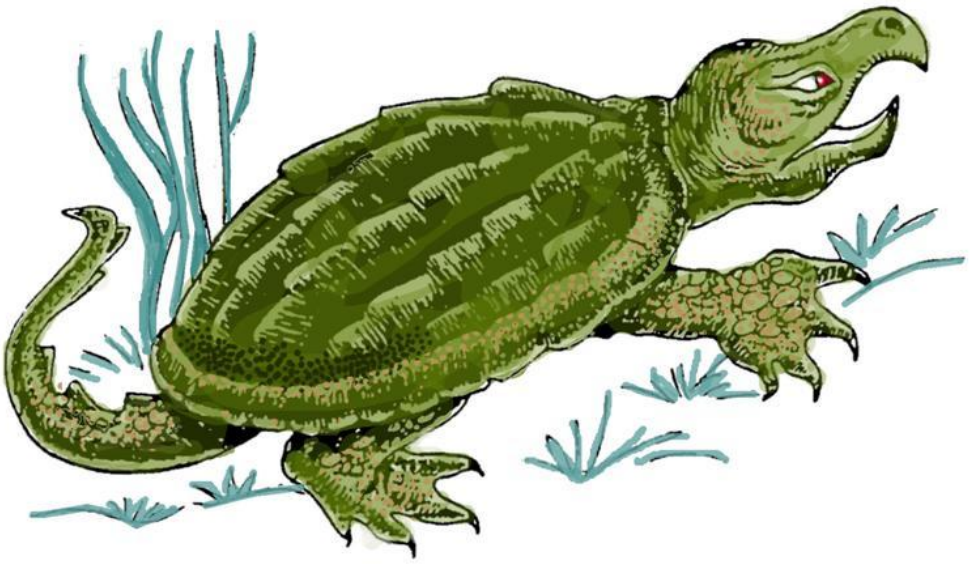

Name: MARSH TURTLE (ngeng Qa'let)
- by K'Zhen Zu-Merz

Type: Reptile
Size: Up to 5 feet long
Weight: Up to 100 lbs
Terrain: Marsh
Diet: Carnivorous
Activity: Day
Society: Solitary
Defense: Beak

DESCRIPTION AND HABITS: Dwelling in shallow water and hiding among reeds and other water plants, this vicious turtle waits for prey, then darts out, propelled by powerful legs and tail, to seize it with its sharp, powerful beak. Once fastened, it will not let go, but continue to thrash and jerk its head to secure its meal. Like the Swamp Croaker, it almost always succeeds in at least a mouthful of flesh. Its back is usually covered with slime, obscuring its usual brown color, but not its red eyes. It is voiceless.

Marsh turtles mate in spring, laying greyish eggs in shallow water. The female guards them diligently until they hatch, and for two weeks afterward, as the male will often eat his offspring.

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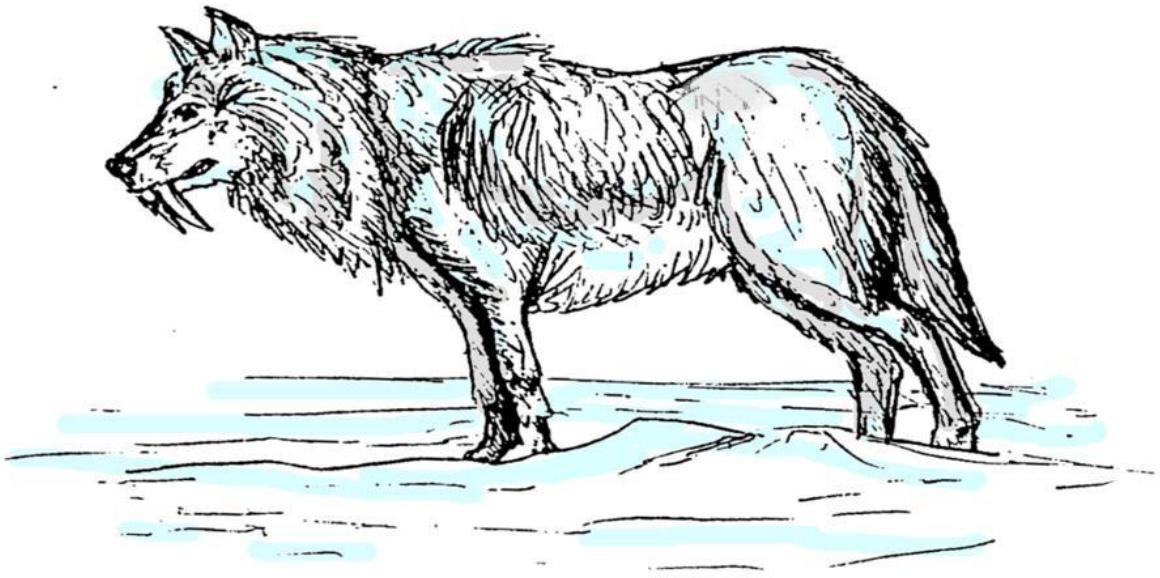
Name: Melk'Tag - White wolf of kronos
- By Ke'reth Makura

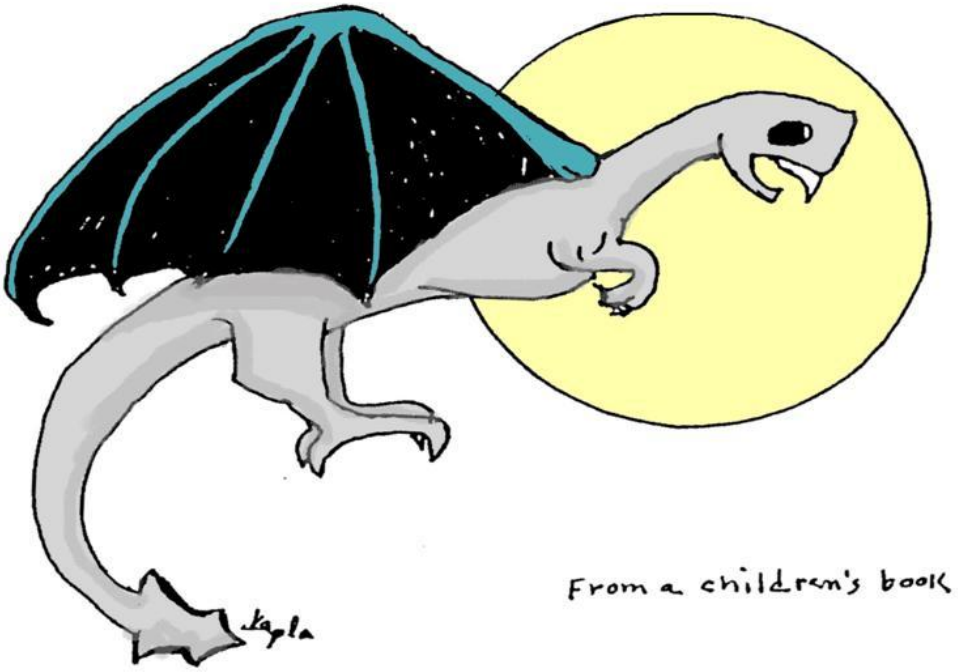
Type: Mammal
Size: Up to 6.1 feet long
Weight 220 lbs.
Terrain Mountains
Diet: Carnivorous
Activity: Daytime
Society: Packs
Defenses: Fangs

DESCRIPTION AND HABITS: Melk'Tag is a huge shaggy white wolf that hunts in the dense woodlands of the Kristak Mountain range. the male has enlarged canine teeth, used to attack its prey and to defend itself. The female's canine teeth are half the size of the male's. With its white fur in winter and its summer coat of mottled grey as camoflage, many travellers come near enough to hear its eerie haunting howl. Few who have seen the Melk'Tag ever forget it.

The Melk'Tag is revered among the hill peoples of the Makura Clan as a symbol for the clan's strength and unity. All over the Kristak mountain range, the wolf knights of the Makura clan, cloaked in their white pelts, patrol the slopes of one of Kronos' coldest tundra regions.

Its powerful fangs can kill immediately once it seizes a victim, then it rips it apart and begins to feast. These wolves mate during the 3rd and 7th months of the Klingon calendar. Gestation period is 58 to 65 days; the female bears a litter of 4 to 7 young that are weaned in three months. It barks and whines, though with a more husky sound than Terran wolves.





NAME: NIGHT-FLYING MAN-BITER - ramDaq puvbogh chopwI'
By Kepla Zu-Merz

Type:	Mammal
Size:	4 foot wingspan, 24-36 inch nose to tail
Weight:	25 pounds
Terrain:	Jungle and desert, any temps 15 to 140 F.
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Spikes at end of tail

DESCRIPTION AND HABITS: The Night-Flying Man-Biter is comparatively harmless-looking by Klingon standards. However it is ranked among one of the deadliest. Its ability to move and fly about soundlessly combined with the taste for Klingon blood is a force to be reckoned with. It feeds mostly on the blood and brains of various animals.

The Man-Biter is usually said to be completely silent and voiceless, although it is rumored that when one dies, the land for miles around is filled with an eerie shrill scream. The Night-Flying Man-Biter rarely mates, because of the rarity of the species.

Whenever a male and female meet, they almost always mate. The pregnant female then returns to her own nest, usually in the crotch of a very large tree but possibly in the trunk, the grass or even in a hole in the ground. When the baby is ready to be born the female begins to fly. The baby Man-Biter is born in midair and must fly immediately or die. This in part accounts for the rarity of the deadly Night Flying Man-Biter.

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Name: Qep'jaq - wamHomwI' (Small hunter)
- By Ke'reth Makura

Type: Mammal
Size: About 22 inches long
Weight 6-8 pounds
Terrain Plains and deserts
Diet: Carnivorous
Activity: Daytime
Society: Packs of 30-80
Defenses: Teeth and speed

DESCRIPTION AND HABITS: The Qep'jaq is small for a predator, living in the plains and deserts of Kronos. It is a powerful runner, capable of speeds up to 20 kmh. These animals attack in large packs to overtake their prey of smaller animals or those that are weak and defenseless.

The Qep'jaq breed approximately every 5 months with a gestation periods of 13 weeks, and bear litters of 5 or 6 which mature in three years. Their voice is a sad whining sound.

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Name:	SNOG - SInogh - By K'Zhen Zu-Merz
Type:	Unique
Size:	1-3 feet
Weight:	1-3 lbs.
Terrain:	Swamp
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense::	Bite, horns

DESCRIPTION AND HABITS: The swamps are home to the Snog; they spend much time submerged, absorbing oxygen from the water and preying on fish and other water-dwelling creatures. But if larger prey wanders into the swamp, the Snog is prepared with large horns and sharp fangs to kill and feast upon them. Many a swamp explorer has gone home minus a foot or leg.

Snog reproduce by detaching gelatinous capsules from their backs, which they bury in the mud. The young hatch and begin feeding on mud worms, graduating to larger prey as they grow. The green-colored creature makes a snorting sound when it surfaces. In Klingon homes, it is common to call a snoring person a Snog when they snore or make a snorting sound--if one is well armed, of course.

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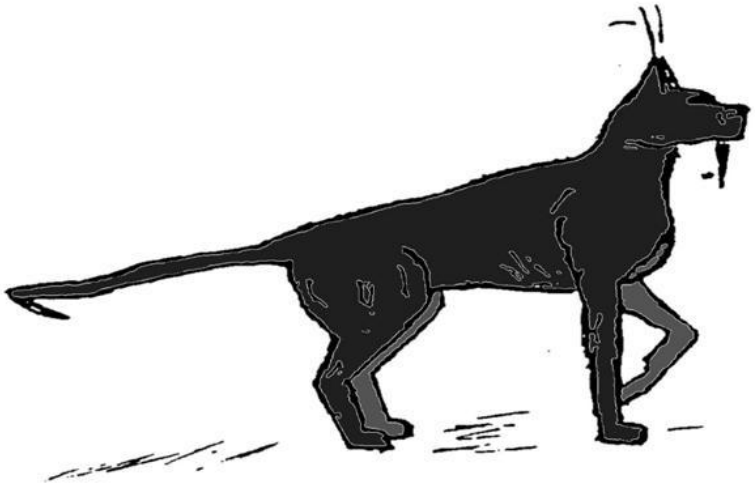
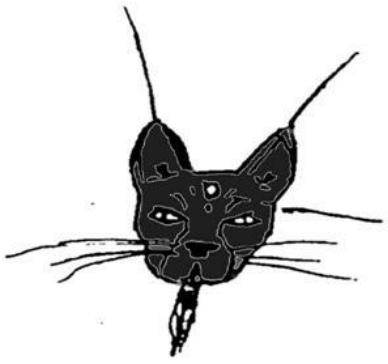


STINGER

4 IN ← BARBED END

FRONT PAW

Spur



RETRACTABLE CLAWS

Tracks

FRONT

HIND

SCORPION CAT

– From Sketchbook of Dr. Druidh –

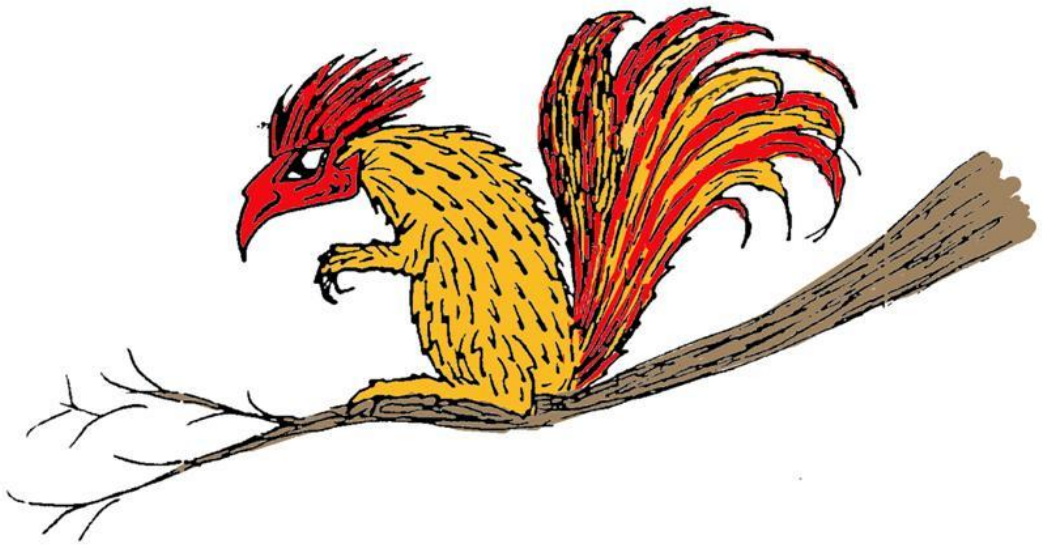
Name:	SCORPION CAT - by Kara Druidh
Type:	Mammal
Size:	4 ft to shoulder 5 ft to head Body 6 feet; with tail, 8 feet.
Weight:	300 pounds.
Terrain:	All types
Diet:	Carnivorous
Activity:	Daytime; sometimes night
Society:	Tribe/pack
Defense:	Bite, poison claws, poison stinger

DESCRIPTION AND HABITS: This ferocious animal is extremely strong and agile for its size. Females are slightly smaller, and distinguished by a white diamond-shaped patch of fur on the face. Their fur is black and both male and female have beards under the chin.

These animals are extremely intelligent and can adapt to any climate, terrain and situation. They may inhabit an entire planet. Scorpion cats live in tribes and hunt in packs whose size is determined by the tribe size. It is not uncommon to see 1-4 individuals which are usually scouts for the hunting party, or border patrols. Both males and females hunt together.

The tribe is most active during the day but some members are active at night guarding their borders. Each tribe member has a mate. The sick and weak are usually weeded out quickly. There is a dominant male and female in the tribe. A tribe ruler must defeat any rival to maintain control. Such fights are usually quite bloody. If the ruler loses, the rival family gains control. If the ruler quits or retires, he and his mate relinquish control to the next most powerful family in the tribe hierarchy, though any male in the tribe may challenge the ruler.

Both their stingers and their claws are venomous though scorpion cats are immune to extremely toxic poison. If prey is stung or scratched, death occurs in seconds as a result of a complete nervous system failure. The stinger is barbed and breaks off on impact but can regenerate itself within a week. They can be domesticated as cubs but are extremely difficult to handle because of their poisonous nature



Name:	SCURRIER (qetwI') - by K'Zhen Zu-Merz
Type	Mammal
Size:	10 inches
Weight:	About 2 lbs.
Terrain:	Forest
Diet:	Insects
Activity:	Day
Society::	Pairs
Defense::	Beak

DESCRIPTION AND HABITS: This bright colored forest creature gets its name from its hyper-active nature as it runs, hops, and leaps among the branches of the trees in a flash of red and yellow. It makes a shrill birdlike warbling sound which is none the less melodious.

It searches for insects in the bark and on the branches of trees. It gives birth in midsummer in nests of leaves and sticks, bearing four or five young which it cares for until they are mobile.

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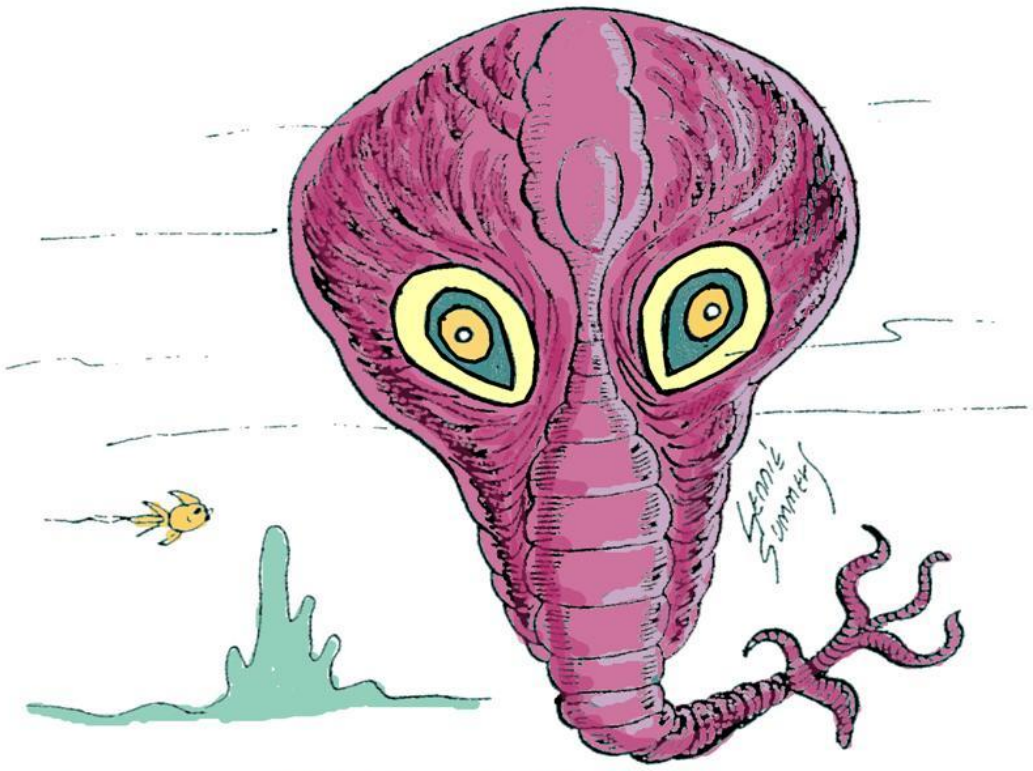

Name: SEA HEAD - bIQ'a nach
- By K'Zhen Zu-Merz
Type: Oviparous
Size: Up to 2 feet tall plus tail
Weight: About 50 lbs.
Terrain: Deep water
Diet: Carnivorous
Activity: Daytime
Society: Solitary
Defenses: Tail stingers

DESCRIPTION AND HABITS: The Sea-Head of Kiazh lives near the bottom of oceans and deep lakes, where it feeds upon smaller prey, slapping them with its tail, which has five appendages equipped with stingers at the ends. These stingers eject a paralyzing poison into its victims. It then grasps its prize with its tail and brings it to the base of its "neck" where a mouth equipped with two hollow tooth-like suckers allow it to siphon off the body fluids. It may venture into more shallow waters and has been known to attack unwary divers. Its large eyes emit bioluminescent light which allows it to see in deep, dark waters.
The Sea-Head lays eggs among sea plants or corals, abandoning them, where the young hatch and begin to prey on small creatures.

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Name:	SEEKER (nejwI') - by K'Zhen Zu-Merz
Type	Oviparous
Size:	2-21/2 feet
Weight:	45 lbs.
Terrain:	Woods, plains
Diet:	Insects
Activity:	Day
Society::	Solitary
Defense::	Thick scales, claws

DESCRIPTION AND HABITS: This creature is covered with thick, heavy scales as it plods its way along looking for insects among the leaves and grasses. It dines mainly upon grubs and eggs of insects, ingesting some fungus at the same time. Slow moving, it has no fear of predators, few of which can crack through its scales. If caught, it pulls in its legs and head in turtle fashion and exudes a foul smelling, bitter tasting ooze which further discourages predators. It lays its yellowish eggs in holes in the ground which it then fills with leaves and dirt and leaves them to hatch and fend for themselves. The creature's scales are shades of grey and brown with accents of orange or yellow. It makes a grunting noise as it swallows its prey.

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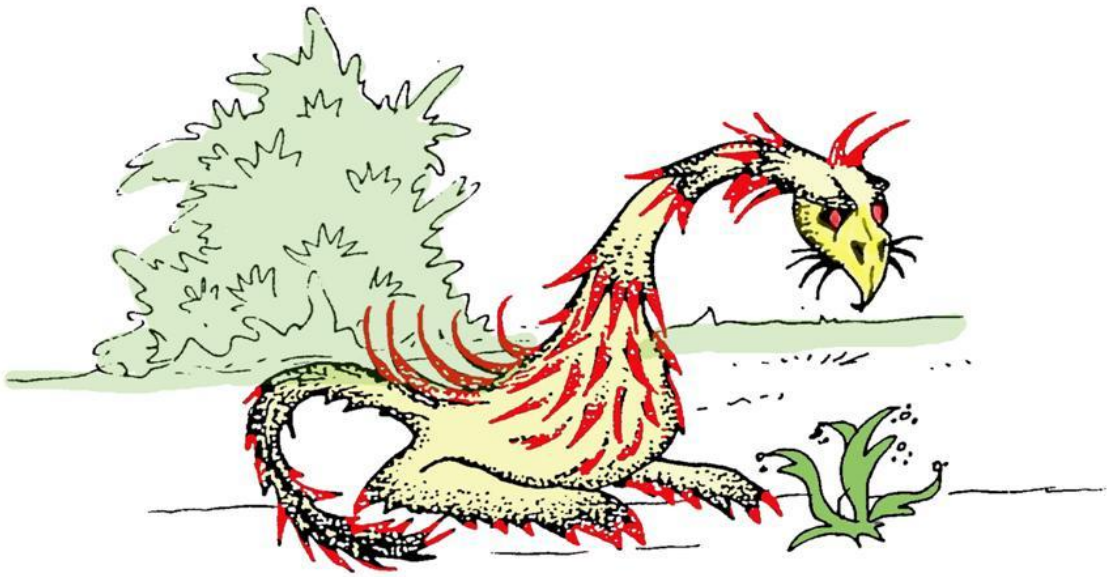

Name:	SHARPER (jejwI') - by K'Zhen Zu-Merz
Type	Oviparous
Size:	1 ft.
Weight:	1-2 lbs.
Terrain:	Plains
Diet:	Omnivorous
Activity:	Dawn and dusk
Society:	Pairs
Defense:	Beak

DESCRIPTION AND HABITS: This curious hopping creature dines upon tender parts of plants and insects and an occasional small animal. It sleeps under bushes in a nest of leaves which it constructs for itself anew if it is not near to the place it rested before. It is a welcome guest in Klingon gardens where it helps to keep down pests, as well as being attractive to watch.

It lays its eggs in a special nest each spring and brings food for its young for only a few days. Its body is creamy yellow with reddish spines; it has a bright yellow beak and red eyes. It makes a curious whirring noise, and as it does so, its side-whiskers tremble.

-><-

Name:	SLUG BEAST (Qogh QIt)- by K'Zhen Zu-Merz
Type	Oviparous
Size:	8-10 inches
Weight:	About 6 ounces
Terrain:	Forest
Diet:	Omnivorous
Activity:	Nocturnal
Society::	Small group
Defense::	None

DESCRIPTION AND HABITS: This silvery colored creature pushes its way slowly along the forest floor with its two powerful legs. It dines on fungus, tender plants and insects. Though it is vulnerable, other creatures leave it alone because of its noxious odor and repulsive taste. It is not poison to Klingons, however, and young warriors often force new cadets to eat its flesh in initiation rituals. The unpleasant taste remains in the mouth for many hours later.

The slug beast takes shelter in hollow logs or beneath layers of leaves. In summer it lays its black eggs in shallow trenches which it digs with its beak, then covers with dirt and leaves and abandons. It makes no discernable sounds.

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Name:	SLUTHROG (Sutlh rog) - By K'Zhen Zu-Merz
Type:	Reptile
Size:	1- 2 feet long
Weight:	10-25 lbs.
Terrain:	Desert
Diet:	Insectivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Hides in burrows

DESCRIPTION AND HABITS: The desert-dwelling Sluthrog is of a sandy color with rough warty skin. It has orange colored eyes. During the day it remains in burrows under the sand where it digests its food and sleeps, emerging only at night to seek its food, consisting of insects and moisture which it laps from the condensation on desert plants.

Sluthrogs mate in the early springtime; the blue-gray eggs are buried in the sand near a rock if possible, and the young fend for themselves when hatched.

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Name:	Te-Lak'Chee - By former member (unknown)
type:	Mammal
Size:	3 ft at shoulder
Weight:	4.5 without tail,
Terrain:	Jungle
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Semi-solitary
Defense:	Teeth, claws, barbed tail

DESCRIPTION AND HABITS: The Te-Lak'chee hunt in pairs; they employ no special tactics to trap their prey. Their tails are primarily used in defense, not for attack.

Pregnancy in females is for one year and a litter is usually 6 to 8 kukus, or baby Te-Lak'chee. They have good eyesight and sense of smell. This mammal is one of the fastest in the galaxy; they have been known to run 70 killikams an hour.

The Te-Lak'chee were once hunted for their fur but that stopped with the manufacture of artificial fur.

To eat their food they must rip the carcass with claws and tail. They have no jaw for this purpose. Afterward the raw meat is sucked up through the animal's mouth, making a rather disgusting sound.

Today the Te-Lak'chee reside in the northern hemisphere on islands and in various jungles around Klinzhai.

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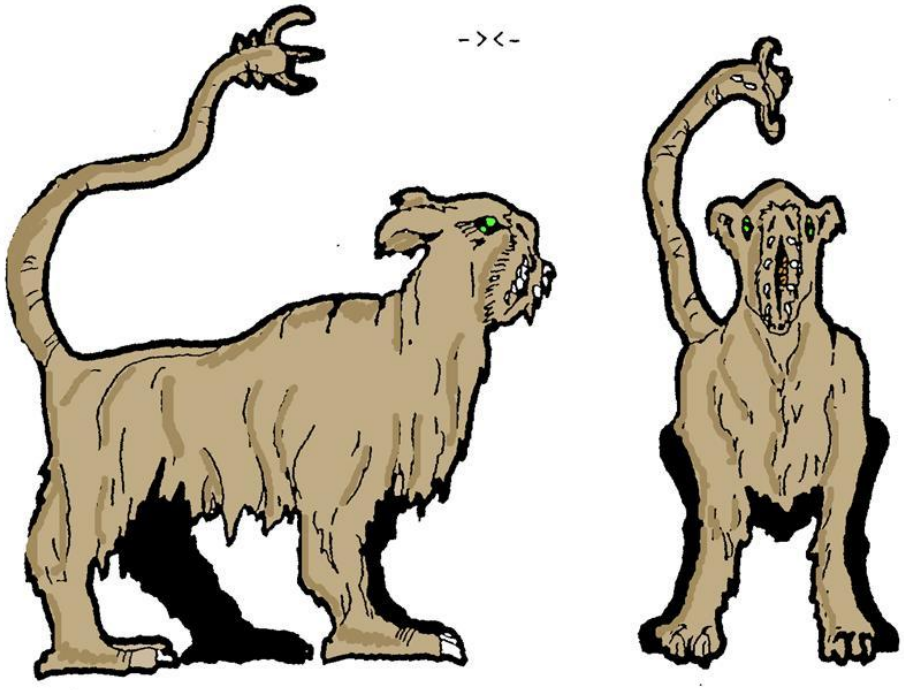

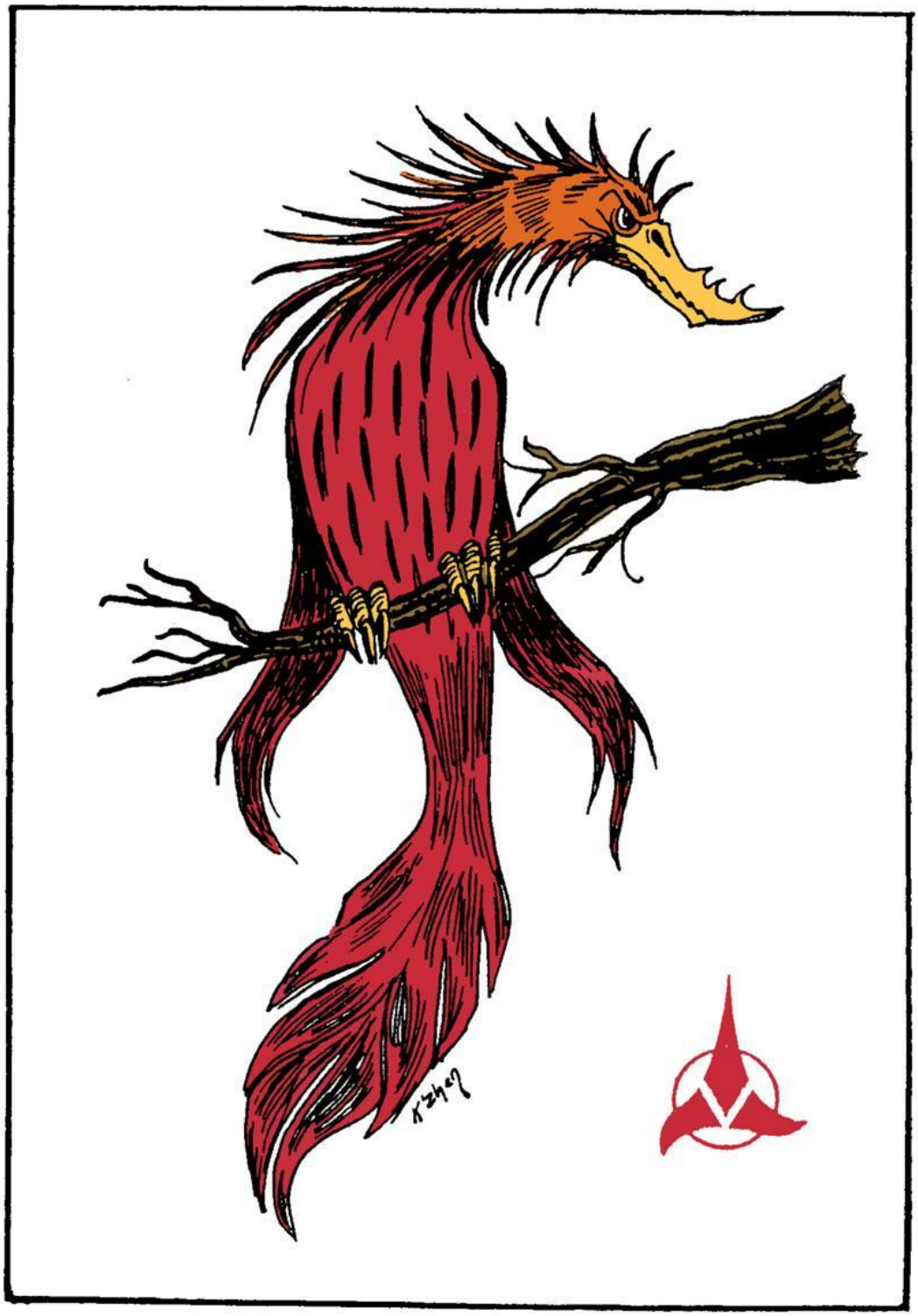

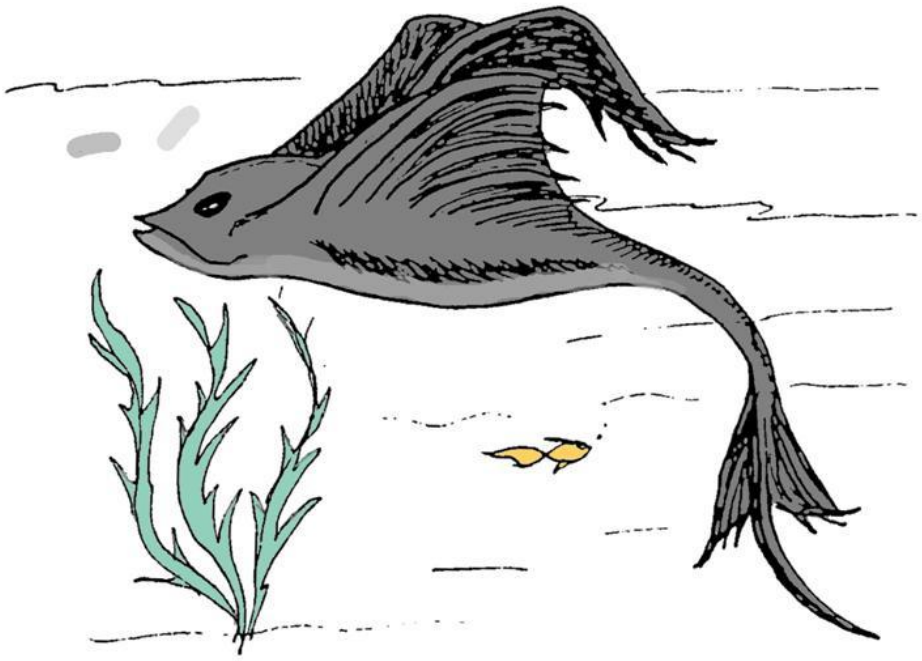

NAME: SPINERAY - By Kara Druidh
Type: Fish - bIQ'er jejwI'
Size: 2 meters wing to wing and nose to tail base; tail 3 meters.
Weight: 30 pounds
Terrain: Shallow coastal waters
Diet: Carnivorous
Activity: Nocturnal
Society: Solitary, but mother protects the very young.

Defense: Teeth, tail stinger

DESCRIPTION AND HABITS: Dark gray to blend with rocky habitat. Anything moving within range is attacked by the barbed tail which contains a neurotoxic poison. Attacks unwary fish or swimmers In several rows along its back are small barbs, also neurotoxic. The poison can kill if injected or ingested. It is tasteless and has been used by assassins. It is believed to have been used to kill K'Mpec. The flesh is edible but all poison sacks and barbs must be removed.

The Spineray mate twice a year, then go their separate ways. The young are born live and stay with the mother for only a few days. Any that outstay their welcome would be stung into immobility and eaten.

There have been larger spinerays seen and caught. The more food it can eat the bigger it grows, up to three and a half meters nose to tail base and wing to wing.

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Name:	SPRINGER (SupwI') -by K'Zhen Zu-Merz
Type	Insect
Size:	Up to 16 inches long
Weight:	About 12 ounces
Terrain:	Forest, plains
Diet:	Omnivorous
Activity:	Day
Society:	Swarms
Defense:	Bite, hop

DESCRIPTION AND HABITS: This huge blue insect leaps its way along tree branches, fallen logs or the ground in search of prey, consisting mostly of rodents. It springs upon them from above and immediately seizes them with its mandibles, holding on and enfolding them in its front legs before it begins to tear them apart. It is not afraid to attack Klingons. In spring it seeks to inject its eggs into a warm-blooded creature, so its young may feast on it after hatching. It makes a characteristic clacking sound with its mandibles. Foresters learn to avoid the Springer when they hear this sound.

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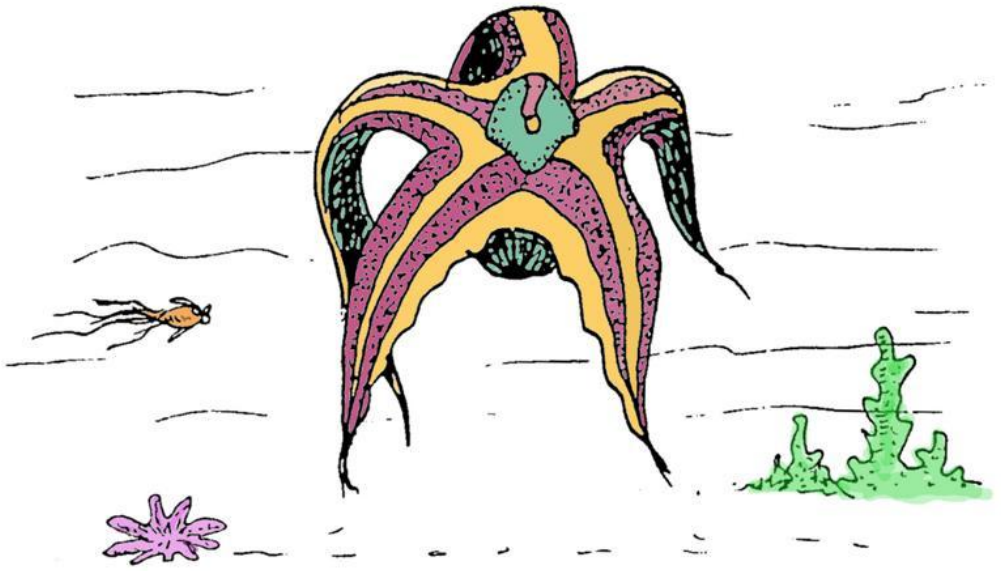
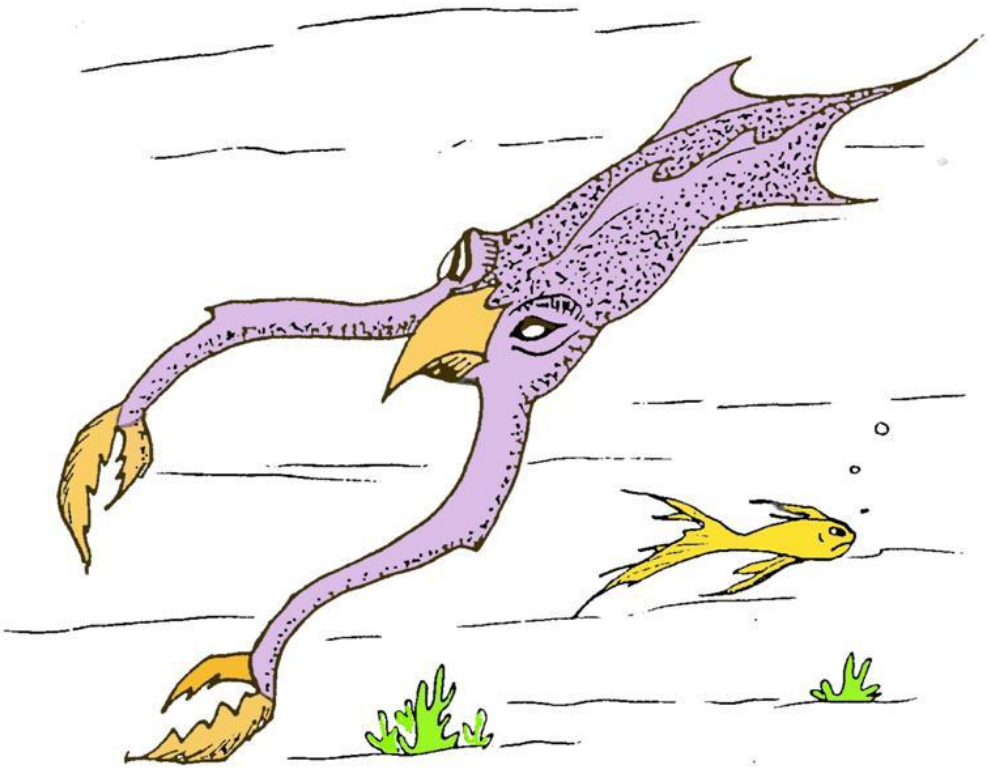


Name:	STAGATH, or Sea Flower By Lt. K'Mar Koresh
type:	Fish
Size:	2 feet from tip to tip
Weight:	About 10 lbs.
Terrain:	Sea
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense:	Bite, sting

DESCRIPTION AND HABITS: The Stagath spends the majority of its time partially buried in the sea bed, with only the top and part of its body visible. When small creatures pass it uses its five petals or legs to wrap around the prey. These are covered with small but venomous stingers. When mating, the Stagath wrap their legs about one another in an embrace, delivering the same sting, but they are immune to the poison; however the stings stimulate their mating. Eggs are buried in the sea bed and abandoned to hatch and fend for themselves, feeding on hatchlings of sea worms and such.



Name:	STEEGATH - By K'mar Koresh
type:	Fish - SIghatlh
Size:	Up to 3 feet long
Weight:	Up to 30 lbs.
Terrain:	Sea
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense::	Pincers, bite

DESCRIPTION AND HABITS: The Steegath is a vicious predator, seeking out and attacking creatures smaller than itself with its long arms and clutching claws. If hungry enough it will attack larger prey, even members of its own species. It bears live young that swim away and stay together for the first few days until they grow stronger. The female Steegath seeks out a sea cave to give birth to her young and defends the entrance for the first day, then lets her offspring swim forth into the sea. The Steegath is good to eat, but difficult to catch.

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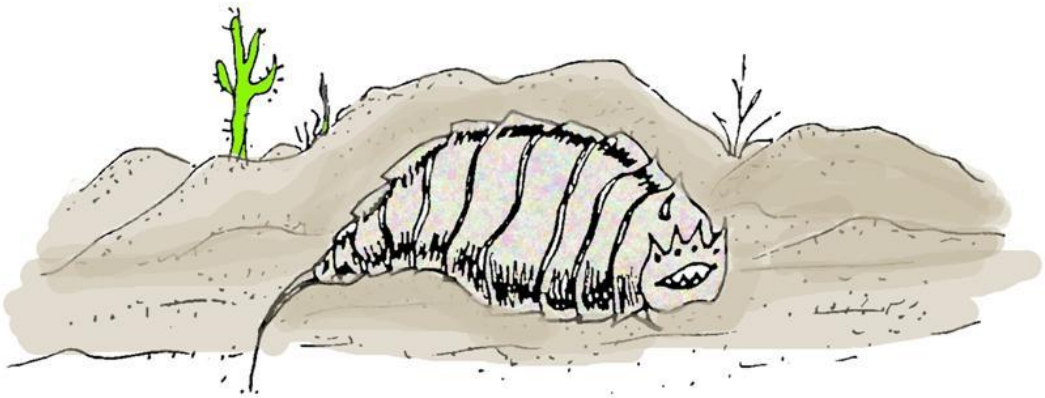

Name:	STULIAN WORM - By K'mar Koresh
type:	Invertebrate -SItulan ghargh
Size:	Minute
Weight:	Measured in ounces
Terrain:	Fresh water
Diet:	Carnivorous
Activity:	Constant
Society:	Group
Defense:	Poisonous mouth excretions, powerful claws

DESCRIPTION AND HABITS: These tiny creatures exist in large groups and feed on microscopic organisms. When a larger creature invades their territory, they attack it, gripping their prey with retractable claws attached to their heads and slowly burrow into and feeding on the body of its prey. Death is quite slow and painful. As might be expected, it injects its eggs into other living creatures, choosing those that are slow moving, and the young hatch and eat their way out of their living host, who, by the time they emerge, is no longer living.

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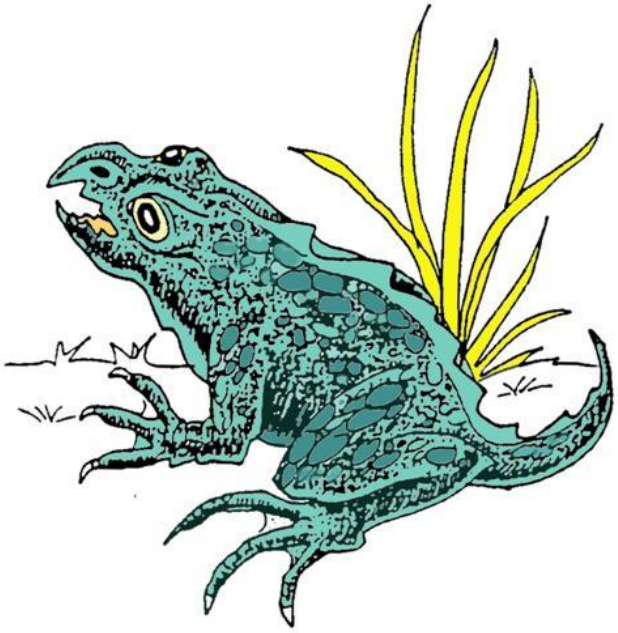

Name:	SWAMP CROAKER (ngeng nom chuSwI') - By K'Zhen Zu-Merz
Type:	Reptile
Size:	Up to 9 feet long
Weight:	Up to 300 lbs
Terrain:	Swamps, lakes
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense:	Beak, claws

DESCRIPTION AND HABITS: Armed with a vicious beak and long-toed feet, this swamp dwelling creature dines mainly on fish, but is unafraid to attack larger prey. Whether it can swallow them whole or not, when its powerful beak has fastened onto its prey, it will usually come away with a sizable morsel of flesh. Waders, beware! Its scales are bluegreen; it makes raspy, throaty sounds, and when seeking a mate, a gargling noise.

Swamp Croakers mate at any time during warm weather. Females guard their young viciously, and are especially ravenous hunters when they have young to feed.

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Name:	SWAMP GHADOR (ngeng non'er) - K'Zhen Zu-Merz
Type:	Reptile
Size:	Up to 10 ft. long
Weight:	Up to 500 lbs
Terrain:	Swamp
Diet:	Carnivorous
Activity:	Day
Society:	Solitary
Defense:	Bite, claw, tail slap

DESCRIPTION AND HABITS: This fierce looking swamp dweller with a voracious appetite is always looking for food. It grows up to six feet long, and attacks anything that moves with one purposes, to devour it. Its amazing speed and sharp teeth give little hope to any prey its sharp eyes detect. Though hunted for food and its multicolored scales, it is in no danger of extinction. Its scaley hide is dull greenish with brighter streaks. It makes grunting noises, and croaking sounds in mating season.

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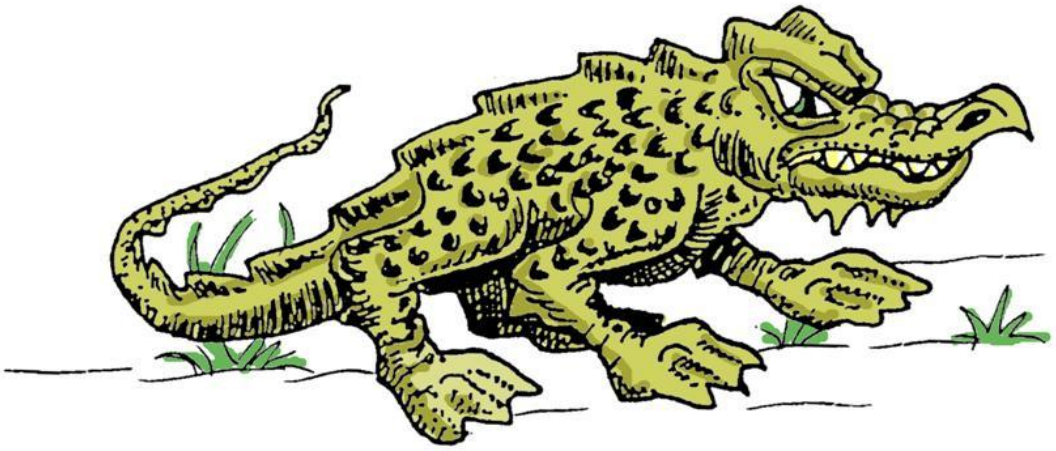

Name:	SWAMP LEAPER - mgeng nom SupwI'
	- By Kzhen Zu-Merz
Type:	Reptile
Size:	Up to 5 feet including tail
Weight	Up to 250 lbs.
Terrain	Swamps and lakes
Diet:	Carnivorous
Activity:	Day, mainly dawn and dusk
Society:	Solitary or pairs
Defenses:	Sharp beak, teeth, claws

DESCRIPTION AND HABITS: The Swamp Leaper of Kiahz is a most ferocious reptile. It takes pleasure in attacking other species and ripping them apart, whether or not it is hungry. Its powerful legs can propel it an amazing distance to leap upon its prey. It digs in its claws, stabs with its beak, stunning the victim, then opens its vicious jaws for a generous bite. If hungry it will continue to eat until satisfied. If not hungry it will kill and eat little, then leave the carcass for scavengers. Small swamp animals trail the Swamp Leaper (at a distance) in order to take advantage of the bounty it leaves behind.

When it mates, the male and female fight ferociously, leaving the male with just enough strength to mate. Then the female turns on him and usually kills and eats him. As soon as the young are hatched they begin their vicious life of killing. After a week or so they will attack their own mother if she is anywhere near, though she is usually able to kill them first.

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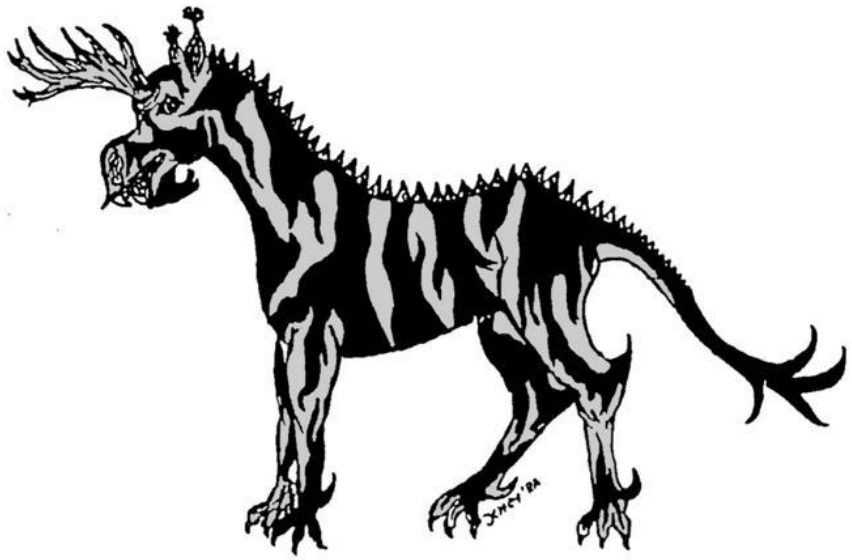

NAME:	TAROOH - By Khey'Ra Druidh
Type:	Mammal
Size:	4 ft. at withers
Weight:	Appr. 500 lbs.
Terrain:	Mountains of Jarook
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Teeth, claws, crest and back spikes, forehead antler

DESCRIPTION AND HABITS: The Tarooh lives in the Jarook mountains of Khaz. It is strictly nocturnal and remains in one of the numerous mountain caves during the day. It hibernates during the winter to emerge again in spring.

After sunset it sets off for its nocturnal hunt. The diet consists of small mammals and reptiles. The eyesight is poor but it has a good sense of smell by which it detects its prey. It makes no sound.

The female seeks a suitable mate just before the hibernation period. The male is the same size as the female but without the stripes and the antler. He is of a greyish color. When mating has taken place the female will kill her mate and eat him. This is necessary to build up enough fat reserves to survive the pregnancy during the hibernation period. Two young are born in spring (one male and one female). They are ferociously defended against any intruder--strong, sharp teeth give a nasty bite. The young are fully grown and matured by autumn. Their mother will stay with them until they reach adulthood.

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Name: ZARKHEGH (Sar Qegh)
- by K'ahnDII K'Tren-Zu-Merz

type: Lizard
Size: 6 inches long
Weight: Less than 1 lb.
Terrain: Grass, weeds
Diet: Insectivorous
Activity: Day
Society: Solitary
Defense: Poison stingers

DESCRIPTION AND HABITS: This small lizard is favored by Klingon children as pets. It clings to a child's forearm tenaciously and is not easily dislodged during even rough play. It is mottled gray and brown, and possesses a tail that divides into three tips, each bearing a poisoned stinger. This poison will not cause death to a Klingon but causes a great deal of pain and swelling. It is an act of courage for a Klingon child to accept such a pet, and is a test of discipline. The poison would kill a human if given full strength.

The Zarkhegh lays eggs on plant leaves, and the young hatchlings soon drop off and start hunting insects.

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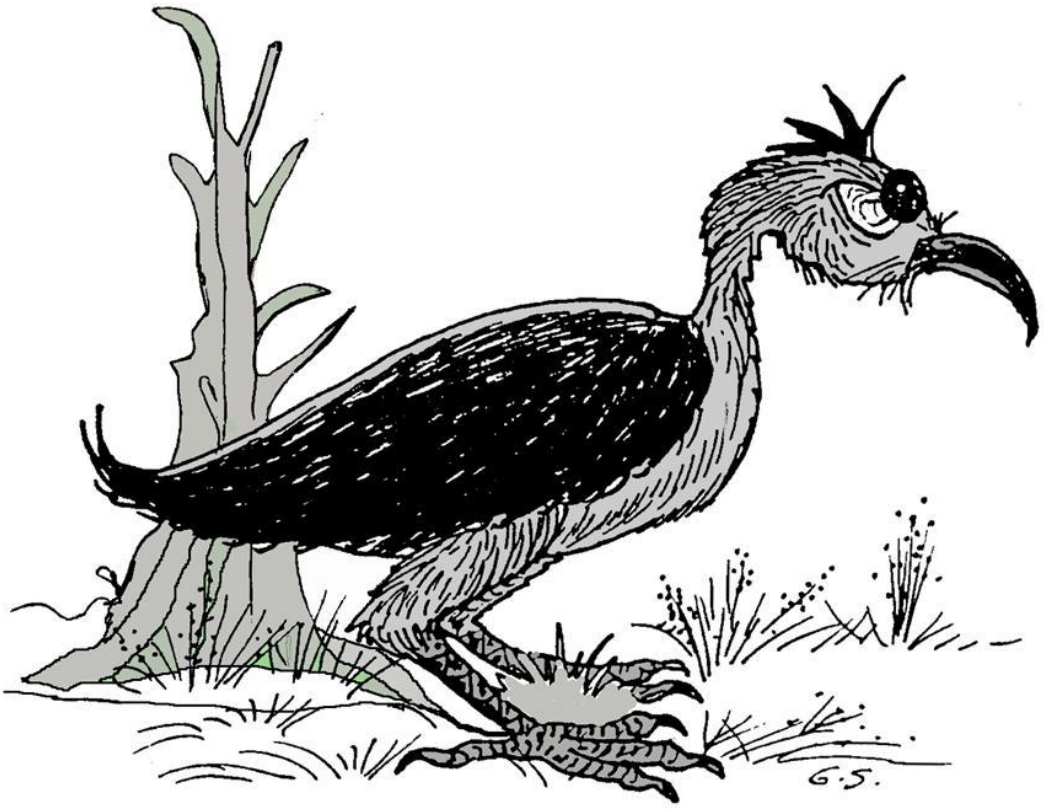

Name:	T'GORA SWAMP BIRD
Type:	Bird
Size:	3 feet tall, 5 feet wingspan
Weight:	About 20 lbs.
Terrain:	Swamp
Diet:	Carnivorous
Activity:	Day
Society:	Solitary or pairs
Defense:	Beak, spikes

DESCRIPTION AND HABITS: A large flightless bird found only in the T'Gora Swamp. Its wings are black with tiny hooks; it uses them to wrap around its prey and kill it. The rest of the bird is grey, black and grey being the colors of the gloomy T'Gora swamp. The bird has a razor-sharp hooked beak to tear through the thick skins that many T'Gora swamp creatures possess. The swamp is a most dangerous place; many creatures, including the bird, have rock-hard skins. The bird also has large spikes on its feet with which it defends itself. Its large black eyes protrude on small bones.

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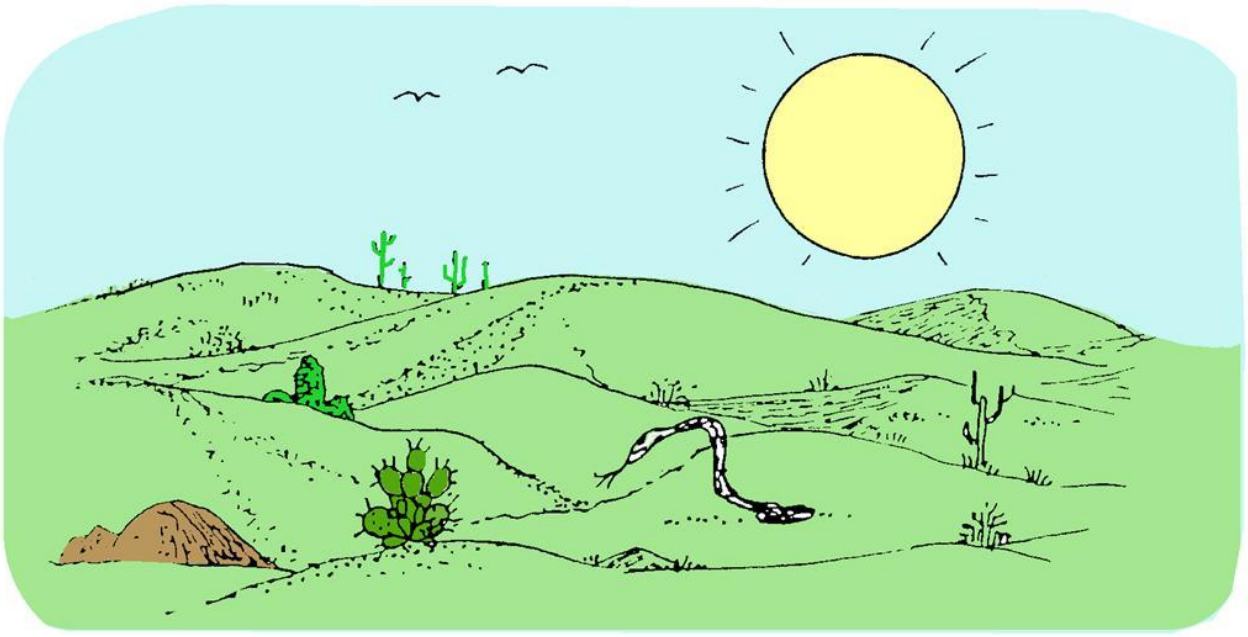

NAME: Three Tailed Snake - By Khey'Ra Druidh
Type: Reptile - wej ghargh
Size: Appr. 5 ft. 4 in.
Weight: Appr 50 lbs.
Terrain: Hot deserts of Nirvana V
Diet: Insectivorous, carnivorous
Activity: Midday to sunset
Society: Solitary
Defense: Lethal venom injected by bite

DESCRIPTION AND HABITS: The Three Tailed Snake lives in the hot deserts of Nirvana V. It thrives in hot climates but cannot survive in the cold. It emerges from its burrow when the sun stands high on the horizon (around noon).

It hibernates during the winter of Nirvana V which lasts 10 Terran months. The snake has to fatten up well before going into hibernation for this long period of time. This is no problem as food supplies are plentiful. There is a short period for mating and bringing up the young. A clutch of 1000 eggs is laid and they hatch after only 10 days. Such a big clutch is necessary because many young snakes are taken by other predators or are too weak to survive. An average of ten snakes reaches adulthood. They grow very fast, reaching full adult length after only two Terran months.

Hunting habits are very similar to that of Terran snakes. The victim is killed by a lethal poison which is injected by bite of a set of razor-sharp teeth.

Three-Tailed Snake
- wej ghargh

Name:	TWO-LEG (cha''uS) - By K'Zhen Zu-Merz
Type	Mammal
Size:	2-4-ft.
Weight:	2-5 lbs.
Terrain:	Forest
Diet:	Carnivorous
Activity:	Nocturnal
Society:	Pairs
Defense::	Bite

DESCRIPTION AND HABITS: This strange creature possesses only two front legs and a long tail with which to propel itself. Its soft body is covered with stiff gray-white bristles, which help to deter would-be predators.

Its diet consists of insects and small forest animals.

It gives birth to twins annually in thick nests of twigs and leaves hidden under bushes. The creature utters a coughing sound, but when alarmed it barks. It is sometimes caught and domesticated as a children's pet.

Name:	VISITOR - SuchwI' - By K'Zhen Zu-Merz
Type:	Mammal (Supposed)
Size:	Small
Weight	1-2 lbs. supposedly
Terrain	Any place
Diet:	Sweets
Activity:	After dark
Society:	Solitary
Defenses:	None

DESCRIPTION AND HABITS: The SuchwI', or Visitor, is a creature of Klingon fantasy resembling a small dragon, often described to small childlen. It roughly resembles the tooth-fairy of Terran legend. When a child is ill, injured, or has bad dreams, the SuchwI' is said to come during sleep to chase away unpleasant experiences and assist in resting and recovering. When a child awakens feeling better, he is said to have received a visit from the SuchwI'. Of course children sometimes see them in their dreams. A frightened or ill child is often put to sleep with a story about the SuchwI' visiting a child, and told if he will brave and try very hard to sleep, the SuchwI' will come to him. A small piece of candy is often left near the child's bed to attract the SuchwI'. To tell an adult that a SuchwI' may come to him in the night is to accuse him of cowardice.

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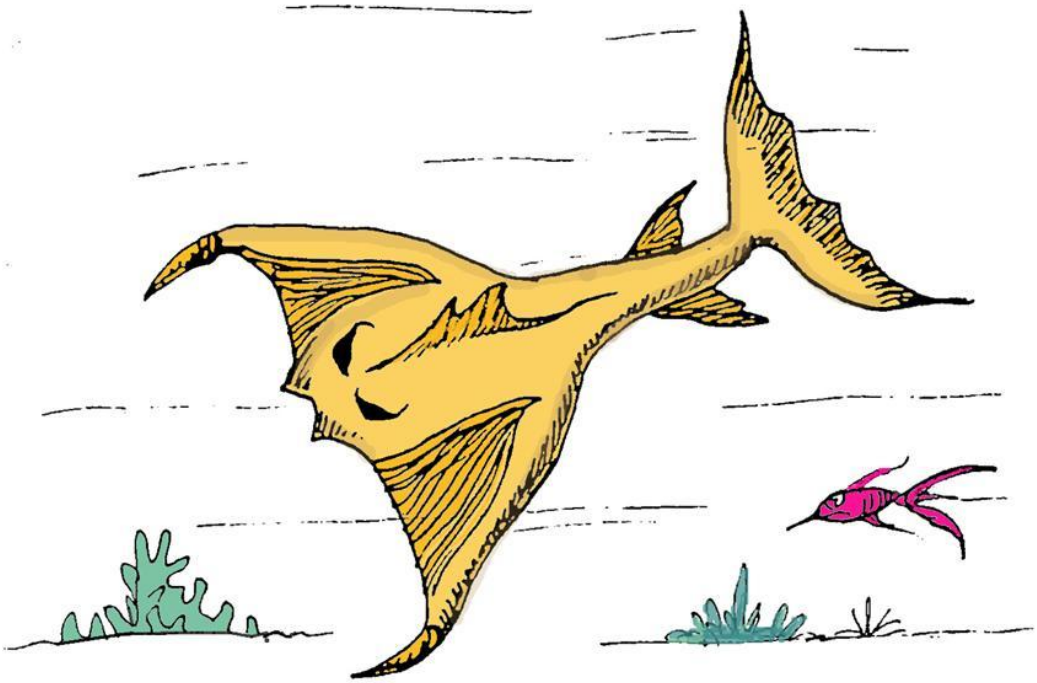

Name:	WAMHATEK - By K'mar Koresh
type:	Fish - wam HateQ
Size:	Approx. 5 feet long
Weight:	Approx. 30 lbs.
Terrain:	Sea
Diet:	Omnivorous
Activity:	Nocturnal
Society:	Solitary
Defense:	Venomous stings, acidic excretions

DESCRIPTION AND HABITS: This odd-appearing creature swims forth seeking whom it may impale on its sharp horns located on each side of its arms, which can fold against its body for speed in traveling or initiating an attack. As its horny claw injects a paralyzing poison upon impact, it does not fear to attack creatures larger than itself, then backs off and waits for the poison to take effect. When its prey, such a large fish or whale slows down, it charges in and begins to eat it alive. Wamhatek lay eggs among dead coral skeletons or rocks and leaves them to hatch.

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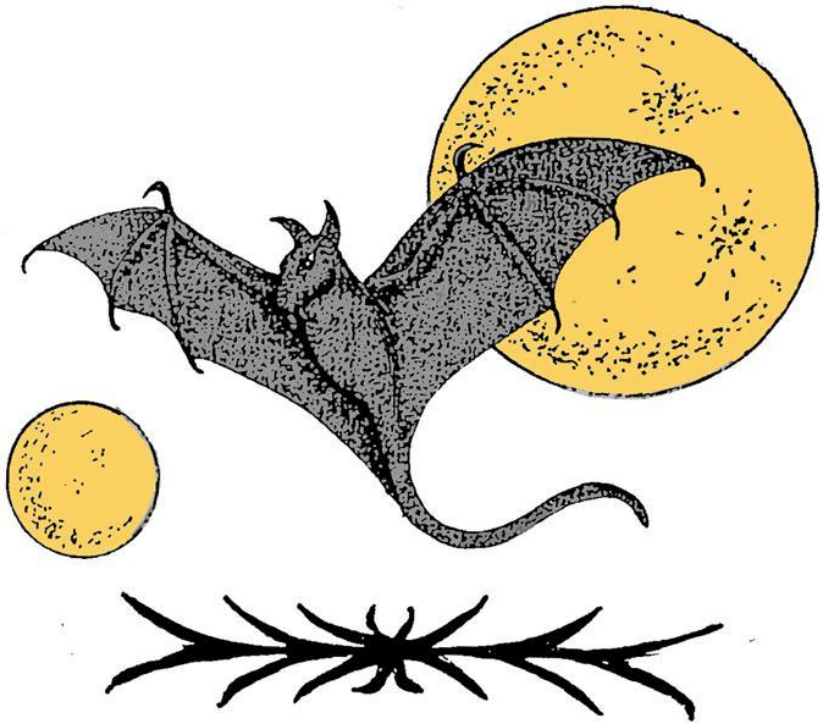

Name:	WHIP BAT (qIp puvwI') - by K'Zhen Zu-Merz
Type:	Mammal
Size:	About 3 ft. wingspan
Weight:	Approx. 30 lbs
Terrain	Caves
Diet:	Blood
Activity:	Nocturnal
Society:	Colonies
Defense:	Flight

DESCRIPTION AND HABITS: Dwelling in dark caves, the Whip Bat emerges after dark to feed on the blood of warm-blooded creatures. Its sharp protruding fangs give it a firm grip when it punctures the hides of cattle or other beasts. It is feared by farmers when they must be out after dark, for it does not discriminate about how many or how few legs a creature has.

Its fur is a velvety gray-black with occasional silver hairs. Its voice is a shrill squeaking sound. Whip Bats mate in the fall and bring forth live batlings in the caves where they dwell, bringing them food until springtime, when they are old enough to go forth to hunt for themselves.

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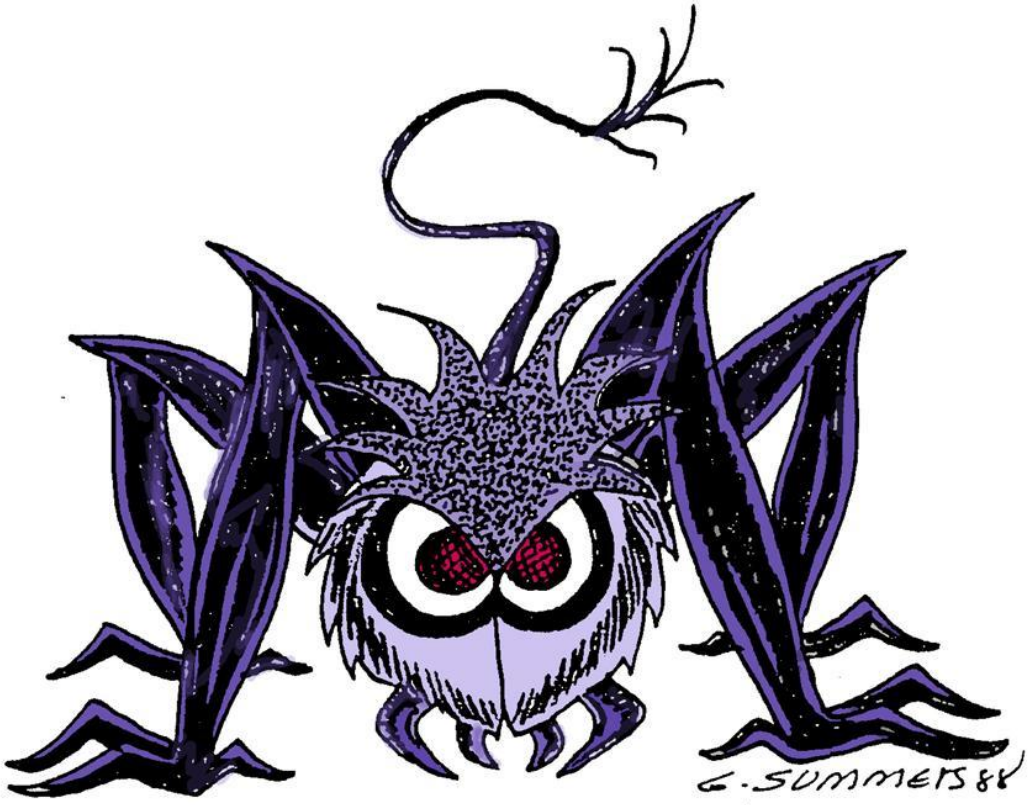
Name: WHIP CRICKET - Supbogh ghew
- By K'Zhen Zu-Merz

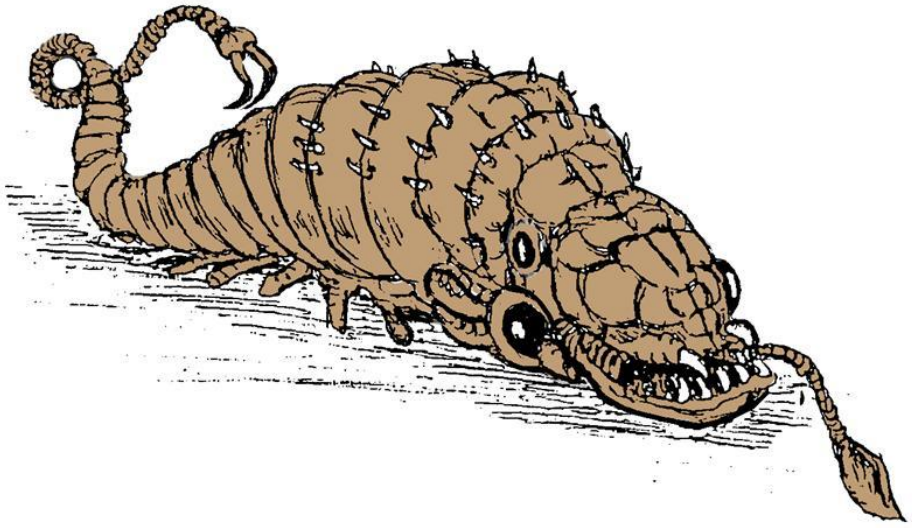
Type: Insect
Size: Huge - up to 10 inches
Weight: 12-16 ounces
Terrain: Forest and plain
Diet: Carnivorous
Activity: Night
Society: Groups
Defenses: Mandibles, whip tail, feet

DESCRIPTION AND HABITS: This "jumping bug" is a voracious hunter of other insects and small animals. It prowls at night searching for smaller creatures to crush with its heavy mandibles and devour. It can leap up to three feet. Its barbed tail possesses a paralyzing poison that is effective on small furred creatures such as rodents and tribbles. It takes its time in feeding, tearing portions out of still-living bodies that cannot defend themselves, however it will not eat tribbles, only rips them to shreds.
The Supbogh ghew lays eggs in spring in moist leaves, usually at the base of trees and leaves them to hatch. They begin to eat worms and soft bodied insects soon afterward, foraging upon the ground. The Whip Cricket makes a chirping sound, much lower than Terran insects.



Name: ZANDORN - bIQ 'er
By K'Zhen Zu-Merz, Art by Ke'reth Makura
Type: Amphibian
Size: Up to 2 feet, plus tail
Weight Up to 15 lbs.
Terrain Shores and beaches
Diet: Shore creatures
Activity: Daytime
Society: Solitary
Defenses: Teeth, barbed tail

DESCRIPTION AND HABITS: The Zandorn lives at the seaside or sandy shores of lakes, where it buries itself in the sand waiting for passing prey. It senses movement and lashes out with its sticky tongue to snare its prey, then impales it on two projecting teeth in its upper jaw, biting it with sharp teeth and proceeds to devour it. Any creature with soft feet may unwarily trod upon a buried Zandorn and receive a surprise when sharp poison back spines impale them, causing an immediate reaction which momentarily stuns the creature, which is then likely to be struck by a barbed tail. This gives the Zandorn time to surface and seize the creature, or its leg if it is large. It has been known to bring down a man because of the pain of the poison and tear flesh from him.

These creatures bury their eggs and watch over them until they hatch, and for several days afterward. It sometimes makes grunting noises.

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