

Selocan Documented Flora and Fauna

Wildlife on [Seloca](#) is categorized by danger ratings, keep in mind that these ratings are highly subjective to the planet. A Great White Shark would only score Medium-Low on this scale. Chelti biologists have been unwilling or simply unable to translate parts of their biological libraries, so it's doubtful that outsiders will ever see a complete listing. Below are the ones known either from mention, or information materials.

None

Tikki

A tiny creature that has been largely domesticated by the chelti, although they still survive in the wild. These creatures are the groomers of the jungle, other animals using them to remove annoying scraps from teeth and to clean hard to reach places. They have a primitive empathic ability, allowing them to receive basic instructions from their "client".

They have the appearance of small long-necked lizards of about 23cm to 30cm in length with slim bodies, wiry limbs, and long tails. They have tiny black eyes that regard anything with curiosity. They are quite intelligent and can be house-trained and do tricks. They have a habit of curling around their owners neck or sitting on shoulders when not running off somewhere.

While human testing is not advised, chelti owners assure others that the little critters are able to give perfect manicures and pedicures.

Frasca Tree

One of the medium size trees in the forest, the Frasca is popular as a chelti dwelling because of its resiliency and stable growth. Its sap also tends to repel other pests. Its reaching branches tend to tie into those of other trees as well, creating a network for chelti pedestrians to move through and strengthening the stability of all the trees.

The bark is slightly spongy, and a dark brown in colour. The leaves and foliage are very dark, almost black (as per usual in the upper north of the planet) and are very thick, sheltering the residents from many predators.

Draja Tree

This tree produces potent venoms as well as herbal remedies, it takes a skilled eye to distinguish which from which. This tree has small spikes on its bark as a deterrent, and is known for often being found with the passive Lungha vine.

A mid level tree, it survives through the weakened sunshine that falls through high trees, giving its foliage an almost terrestrial green look.

Ujunit Tree

A low-level tree, and a perfect jumping off point for a climb into the canopy. These trees help stabilize the marshes and swamps that tend to collect and humidify under the thick canopy of the trees, shoring up soil and spreading a network of small roots in all directions.

The low levels of light that penetrate to its level of the canopy give these trees a reddish hue, although in some regions the levels are pale enough to be almost dirty white.

Lungha Vine

Known for its relatively symbiotic relationship with the trees it grows on, the Lungha often flowers, the smell of these flowers is usually enough to deter all but insects that come to pollinate.

Masja worm

A strange creature that builds huge nests within the canopy before the colony suddenly stops and evolves into their adult forms, resembling large butterflies. These empty nests can build up over multiple generations, some towns are even built upon these foundations, more commonly however a hollowed-out nest is used to house a family.

Low

Halljah

A small crustacean-like creature with sharp teeth and small stinger that originally lived out in the deserts. A bane to housekeeping, it has a habit of sneaking into houses and can often remain undetected until someone loses a finger.

Dracja

Looking like a strange cross between a shark and a crocodile with a heavily armored head, Dracja's tend to lurk in the swamps under some parts of the forest. They sometimes wander into the swamps below chelti settlements in the trees, making falling even more dangerous.

Hadaja

A relatively small, strange creature that often hunts in packs. Their almost triangular body shape and six limbs make them disorientating to look at, but with its extending jaw and sharp teeth there's no mistaking it for a predator. Known as "Chucklers" for their distinctive hunting cry, their shape gives them surprisingly good speed through trees, these creatures tend to attack only when they're sure they can overwhelm their prey.

Hadajo

A relative of the Hadaja, the Hadajo is a larger creature but often solitary. Highly territorial, they have a habit of attacking anything they perceive to be on their turf. A Hadajo's territory extends in a cone upwards from its tree, so moving upwards away from it can sometimes put one in further infringement of their territory.

Cracas

An agile crab-like creature that scuttles through the canopy hunting on birds eggs and sometimes birds themselves. Powerful claws, plus surprising agility make them something to avoid, especially in groups. Chelti hunters are occasionally called in to exterminate the beasts in the area, their meat is unpopular but certainly edible for chelti. It's described as rubbery and hard to chew with very little flavor, for these reasons its often simmered with spices before serving. Usually eaten by the poorer sections of chelti society.

Medium

Jillsa (Grass Hound)

A very large almost dog-like creature that often hunts in the reed beds and long grass on the Skirting Plains in packs. Occasionally a member of the pack is outcast and wanders the land hunting alone. These creature possess middling psychic ability designed to hamper and confuse their prey before striking. Known for being very cunning, they were occasionally treated as a totem for guile by ancient chelti. They are very fast and powerful, able to climb low trees. They primarily hunt by confusing their prey by projecting psionic "noise" at it.

The Jillsa resembles a dog-like creature commonly standing between 152cm and 160cm at the shoulder. It has a large muzzle and prominent teeth, its eyes appear hollow in low light, but are revealed to be horizontal slit pupils in deep sockets when illuminated. Its ears stand upright and have dark fur. Upon its back its long hair usually stands on end to help it camouflage with the reeds and grass it usually inhabits.

Jillsa hides are commonly worn as a short cloak by some hunters as proof of profession, although without the Jillsa's constant care and special saliva the hairs become soft and begin to bend to gravity.

Shing

A large almost insect-looking creature that is in fact a distant relative to the Cracas, it has four legs on its abdomen while its torso and head reach up and are highly flexible. On top of the talons decorating its feet, the head has a large straight "beak" that it uses to stab prey and puncture the fruits it eats. They often lurk in damp, moist areas of the jungle and some cities with lax pest control. Males tend to be extremely territorial, females are able to inhabit the same areas. Wild Shings often take heavy weapons to bring down, necessitating calling in soldiers.

Due to the value of their meat they are farmed by some of the more daring houses who have little qualms of the risk of being stabbed or losing a hand. The meat is able to be prepared in a variety of ways, further detailed in the Chelti Foods page.

Pashnei Flower

Known for its fragrant flowers, this plant uses its flowers to attract small insects, which in turn attract birds looking for needed vitamins in their diet. With a flick of its lone whip-like vine it can stun, injure, or even kill its target and drag the victim to its maw underneath its patch. While most of these plants are only capable of mild injury to larger animals, especially if it hits a sensitive area such as the eyes or if someone steps on its mouth larger. Older specimens have known to become man-eating but this is rare.

Mak'ka Shrub

This small, strange plant has honed its own very strange method of survival. Mak'ka shrubs stand about half a meter tall when fully mature, resembling a big green ball with an almost bark-like exterior. From the base of that plant small ground runners covered with leaves are dispersed outwards. These runners often stretch across the ground several meters from the base.

There are two fascinating facts about this plant, one is that they live in colonies, and two is their unique defense mechanism. Each member of the species is usually rooted about 5-10 meters from others of its kind for a very special reason.

The 'ball' that makes the main body of the shrub is actually filled with highly-pressurized explosive gases. If an animal gets close with intention to get a bite (or at all), it is in for a surprise. When the surface of the 'ball' is touched, bitten, or if one of the runners is pulled on enough, the surface ruptures and the gasses inside explode outwards.

Although this mainly causes a large shockwave, the power of explosion is big enough to kill adult chelti at ground zero, or at least to send them flying and break many bones.

Chelti naturalists are extremely puzzled at how evolution let this plant come to be; most other plant life on their planet is solitary, even competitive, other than this plant it's unheard of for a member of a plant to sacrifice itself for the others.

Local chelti [civil protection](#) are ever vigilant about this fast growing and dangerous pest. Although they

are not hard the spot, one might wander in field of these should they grow among other plants. It is then easy to get a foot tangled within the roots or accidentally kick one, resulting in explosion. Other problems include this plant being able to grow pretty much everywhere with some moisture in the ground and temperature of 15C°, although certain gasses can help it produce a much greater effect.

Chelti militaries have considered getting seeds of this plant and using them as natural, high-visibility minefields for certain areas, although their rate of spread is cause for concern. Plantation owners have been known to encourage the growth of these plants on the outskirts of their properties to deter unwelcome visitors and animals, and have more time to care for these protective groves.

High

Jillsa Pack

One Jillsa is often bad enough alone, when the pack goes on the hunt the danger rating spikes even higher. Each pack member hunts in the team, and they all work together to bring down even the largest prey. Oh course the Alpha always eats first before the rest of the pack join in. While not usually chelti hunters, they have been known to favor the odd snack.

It's rumoured that exterminating Jillsa hunting packs is a component of chelti commando training, although with their customary secrecy the commandos refuse to confirm these.

Gorba

A large lizard big enough to take on a chel easily, it scours the canopy looking for prey. Its real danger comes from the bacteria in its mouth, which can make even shallow bites often fatal. Failing that, it is usually more than powerful enough to deal with most prey directly. Some parts of the species were domesticated by the chelti and became cavlary mounts, still in use today in some reconnaissance units.

Often taking heavy weapons to bring down easily, rampaging Gorba are often enough of a threat for an army squad to be called in. Domestically they're rare now, used in estate patrols or in the military, their temperament making them unsuited as beasts of burden.

Extreme

Draska

A large, heavily scaled beast capable of flight. It uses the venom in its row of eight fangs to bite large prey and then feast after the target succumbs to the poison. Its fangs and venom are prized for brewing a certain whiskey, and its hide is valuable. The meat unfortunately is often tainted by the creatures diet and its venom so the muscles are commonly sold to research labs while bones are carved and decorated before being sold. The dangers of hunting these beasts is great however, and so few dare dwell in the

Northern reaches to stalk this prey.

Descha Majoria

A species of mega fauna that roughly resembles mythical dragons from human law. Their skin is made up of millions of very fine scales that are smooth to the touch, allowing it to slip between trees more easily. It has a large mouth, and on the bottom of its chin is a second set of orifices that it uses to jet fire onto its victims and clear out particularly dense forests.

The fire is generated from flammable gasses stored in the gullet of the beast that are pushed out and compressed to ignition point just as it exits the body. The inside of these orifices is revealed to be even more flame resistant than the rest of their skin, which is able to absorb large amounts of heat. Presumably when two Drecha fight they may spit fire upon each other in their fury.

Would You Like To Know More?

- [Planet Seloca](#)

OOO Information

This page was made by [Jimmy](#) on Jimmy 2013/07/15 19:48.

- This page was approved by [Nashoba](#) on 2013/7/10¹⁾.

¹⁾
<https://stararmy.com/roleplay-forum/threads/chelti-selocan-flora-fauna.10391/#post-158536>

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=planet:seloca:selocan_flora_and_flora

Last update: **2023/12/21 01:01**

