

New Dusk Conclave Flora and Fauna Page

This page details the Flora and Fauna currently within the Territory of the [New Dusk Conclave](#).

About

The Territory of the [New Dusk Conclave](#) sports a vast variety of unique and diverse species of animals and an equally diverse flora. These species of flora and fauna thrive on of the three worlds within the territory. Thanks to advances in both science and botany, these plants and some animals are often brought over to the other parts within the New Dusk Conclave, either to be eaten or raised for some other purpose.

This article lists the Flora and the Fauna of the New Dusk Conclave from [Sirris VI](#) in the [Sanctum System](#), to [Amit Base](#) in the [Vale](#) system, Daichi in the [Nephis](#) system, and finally [Station Omacron](#) in the [Draco Eridanus System](#).

Listed below are the Fauna that inhabits the worlds of the [New Dusk Conclave](#)

Sirris VI

Many jungles of [Sirris VI](#) have also adopted a unique ecology where many plants and some animals benefit from bio-luminescence.

Other Types

Omnivores are creatures that eat both plants and animals, this comes from the room word Omni, which means all.

Caerbannog

[Caerbannog](#)

“The Caerbannog is a consummate pack hunter with the looks that mix features of a Wolf and a Rabbit.”

Tiny Creatures

Much like any world, [Sirris VI](#) hosts a variety of small, even microscopic creatures. Somewhat unique to the planet is the degree to which these microscopic creatures thrive in, and revolve their lifecycles

around, rainy weather. They use the rainwater to breed and travel to new hosts, though they rarely cause harm.

Predator

The predatory 🦋 [megafauna](#) of Sirris VI are known to attack and kill sentient beings when they aren't careful. Travelers to the world are recommended to stay within the planet's civilized territories unless accompanied by trained and well-equipped guides.

Below are a few specific predators from Sirris VI.

Man-eater

The Original Man-eaters were an aggressive and persistent family of predators, who hunted their way to the top due to pseudo-humans thriving on [Sirris VI](#) for quite some time. These creatures sustained themselves on almost nothing but the flesh of intelligent animals and had the brain and brawn to boast it; fortunately, though, most of these man-eating species have been extinct for a long time due to the heavy decline of the pseudo-human population.

Some ancient cousins remain, but they aren't nearly as violent and usually hunt other animals. Although this doesn't mean they won't attempt to hunt a pseudo-human, they will not do so if it isn't in their best interest.

Pack Roaches

[Pack Roaches](#) are insect pack-hunting predators that cause problems in the Sirrian food chain. Despite their own voracious appetites, their high nutritional content means that they find themselves as food in the NDC settler diet.

Fortunately for the roaches, not everyone likes to eat them. ¹⁾

Mountain Beast

The Mountain Beast is a mountain-dwelling creature that's larger than many of the boulders it roams around.

Large enough to pose a legitimate threat to Frames like the [Onyx](#), it has a scorpion shape to its body.

Iguana-Cat

The Iguana-Cat is a reptilian looking creature with a body like a panther. It has sharp claws and teeth

which it uses to act like a predator. It feasts on certain creatures that have the proclivity for reproduction, making it a useful part of a well-balanced (albeit highly lethal) ecosystem.

It has learned to be afraid of [NDC Explorers](#) and [Gunja](#) hunters.

Colossalfang

This creature is a giant Ursidae creature that spends its time looking for food, mainly a local honey analog, and other meat-related creatures such as the Mountain Beast or Man Eater.

A few of the Colossalfangs are smart and patient enough that they hunt Species D-761-434.

Prey

Prey are the creatures that are attacked by predators, and a majority are herbivores. Some notable Prey are listed below.

Chucklewing

Species B-36-734 "Chucklewing" are avian creatures that spends their time on the ground looking for insects to eat. An average Chucklewing is 120 cm from beak to tail. Their flocks are large enough to feed a whole pack of Caerbannog.²⁾

The Gunja, and the people of the NDC, sometimes hunt the creature for their meat since they are delicious when cooked. The creature gets its name because of the sound it makes even when killed by Caerbannog. It's capable of flight and seems to enjoy doing so as a sport.³⁾

Species C-423-124

Species C-423-124 is one of dozens of small burrowing creatures that make the underground of [Sirris VI](#) home. These creatures regularly find their way into the caves of the Gunja people. This means that they are often in the diets of sentient beings, as well as the Caerbannog.

An average community contains roughly one thousand individuals.

Species D-761-434

The creatures labeled as Species D-761-434 by the NDC are giant creatures, one of the world's megafauna. Its height enables the creature to reach branches of leaves near the very top of the tallest of Sirris VI's trees. It has a slightly rounder body with huge feet capable of flattening humans.

They are docile creature that ignore bugs and people trying to crawl over its body. When threatened, however, one should be careful of its tail which acts as a kind of whip. The creature seems to prefer dead, diseased, or dying branches with dead leaves that are about to fall. It makes its home deep in the woods, so its appearance is rare.


Its tough hide is so resilient that it can ignore most small arms fire entirely. Its few predators wait for the weak or dead to leave the herd before attacking.

Ironskin

The Ironskin are herding creatures with the height of full adults estimated to be between 6 and 8 meters (20 and 26 ft) long and to have weighed between 4.8 and 8 metric tons (5.3 and 8.8 short tons). While its young are 3.5 m ⁴⁾ long. It was quadrupedal and had a broad, robust body, with a wide, low skull, with four pairs of horns, both pointing backward from the back of the head, and The front part of the jaws was covered in a beak, with rows of small, leaf-shaped teeth farther behind it.

The Ironskin gets its name from its hide which was hard and durable as iron. This was due to the bones fusing into the filaments of the hide, strengthening the hide. Unlike most creatures, this evolutionary trait came because something contaminated the lakes that the creatures drink from with dissolving iron, which merged with the water and later changed the creature.

Quetzal-Hedgehog

The Quetzal-Hedgehog is a flying creature whose body is covered in  [spines](#). Its spiky exterior acts as a serious deterrent against predators.

This creature eats mostly insects and plants.

Hell Beetle

The Hell Beetles have a length of two feet and a height of three feet. They are thought to be a cousin species of Pack Roaches, but the Beetle's thinner shape and two extra legs, in addition to its darker coloring, are confusing scientists.

When consumed, the Hell Beetle secretes a poison that causes an extremely painful stomach ache which evolved to add a migraine headache. Some medical scans have noted damage to the consumer's digestive system. The taste is unpalatable to many species within the [New Dusk Conclave](#).

Tundra Stork

The Tundra Stork is an odd creature that makes its home in the glacial regions of [Sirris VI](#). It hunts by breaking the ice with its powerful beak and capturing the fish below. The feathers covering its body are all white which allows it to camouflage it from the predators that want to hunt it.

Its habitat has forced it to evolve an insulating layer of fat and air trapped in its feathers to protect its organs from the cold.

Stampeder

Stampeder, as its name is translated from Gunja, is a large muscular and bulky creature.

It is hunted by both the [New Dusk Conclave](#) and the [Gunja](#) because it has been described as containing a S-ranked ingredient meat. NDC scientists have cloned the meat with some mild success.

Aquatic Creatures

Much like on land, the sea creatures of [Sirris VI](#) are notably larger than normal. Despite their large size, they still travel in schools, pods, and swarms to feed and protect themselves.

Some trout species find themselves as food and fished by both [Gunja](#) and [NDC](#).

Syrena

Syrena is a member of a species of large, whale-sized sea creatures. Though their size and some features might make them out to be whales, their biology is distinctly different. As of yet, the [New Dusk Conclave](#) and the [Gunja](#) have yet to give their species a scientific name. They are docile and won't attack explorers from the [New Dusk Conclave](#) or [Gunja](#). They have even been known to aid them should they be drowning.

Sirrian Sharks

Sirrian Sharks are massive creatures with the teeth and capability to eat a Syrena whole. Their vision seems limited to only being able to see creatures of that size. Anything smaller would be ignored unless they make a huge splash that would be visible.

They are quick swimmers, so fast that the [NDC](#) has a ranking for swimming sports called Sirrian Sharks.

Should one be caught, its meat can be consumed.

Coacula

Coacula are a species of tentacle that make their home in the oceans of [Sirris VI](#). They are large enough to capture a Sirrian Shark, but choose not to since it knows the Shark can and will bite. Instead, it feeds on smaller fish and kelp for food.

Nephis

The third planet from the sun in the [Nephis](#) is the planet Daichi. Daichi is host to a variety of animal species. As the [New Dusk Conclave](#) are newly arrived at the system, they have yet to fully explore the world and are still discovering new species.

Other

The Animals listed in the Other section are those creatures who the [New Dusk Conclave](#) have yet to categorize as either Prey or Predator.

Nephisian Phoenix

Named after the myth about a Bird of Fire and flames, the Nephisian Phoenix is a large bird, about the size of an eagle, with roughly the same size of wings. Its beak is longer like a crane's. The plumage has an ash color, with some partly red, partly golden at the back. The bird has a crest of feathers on its head with eyes that are blue like sapphires. Its legs are covered in yellow-gold scales with rose-colored talons. The feathers have bioluminescence to them, causing them to glow in dim light or night with no light outside. It has a long tail like a peacock, with feathers similar to the rest of it.

It primarily eats bugs, such as fireflies, and birds smaller than it. It has been known to eat the berries that sometimes grow on bushes.

Species 11-38: Screechers

The species nicknamed "Screechers" are a monkey-looking species of animals that inhabit the southern corners of Daichi in the Nephis system. They eat berries and small rodents.

When threatened, they make a deafening screeching sound to try to scare off their attackers.

Predators

There are a lot of predators that live on Daichi, going about their lives killing their prey and eating them. The NDC newcomers would be watched. Some predators are brave enough to attack, but the NDC do not need to fear due to their weapons.

Bearded Dragon-Koala

The Bearded Dragon-Koala is a small woodland creature that spends its time in trees, eating leaves until it spots a creature in its territory. It then screeches, which calls others of its kind, and all of them swarm

it and eats the creature.⁵⁾

Its body shape is that of a typical lizard, with claws and a tail included. It is covered in fur, rather than scales, and it has glowing reptilian sorts of eyes.

Tree Crocodile

The Tree Crocodile is a larger⁶⁾ reptilian creature of the marshlands. It has a longer jaw than most and is very nimble for a creature of its size. It makes its nest in the trees of the marshlands, away from predators and bacteria that live in the water who would be interested in eating its young. It is big enough to drop an unaware offworlder if they aren't too careful.

It has a powerful jaw and strong arms able to rip limbs off.

It feasts on certain fish, birds, and rat-like amphibians.

Starling

The Starling is a creature that wasn't changed by evolution, but rather the [NMX](#). They changed the creature into something monstrous and predatory that hunts the docile and hostile creatures alike.

Some predators fear it, but there are few brave enough to attack. The only one it fears is the [New Dusk Conclave](#) because it remembers those from outer space changed it.

It looks almost canine like with some feline traits, but its fur is all black.⁷⁾

Prey

Daichi in the Nephis system is host to a variety of animal species. Since the [New Dusk Conclave](#) are newly arrived at the system, they haven't fully explored their world. They have, however, seen species that could be described as prey running around.

Some of these are hunted by the NDC for food and some clothing.

Flame-Dotted Monkey

The Flame Dotted Monkey is a creature that appeared to be a biological cousin to the Screecher in terms of how it appeared. While it shares much of its look with the Screecher, all along its body there are orange, sometimes yellow dots. The older the creature, the more the dots take on a flame-like shape.

These creatures tend to eat insects, in addition to fruit hanging from trees. While they are prey to certain predators, their meat isn't nutritious to the NDC settlers. As such, they are left alone, even as they enter their territory.

Koodoo

The Koodoo are small woodland creatures that somewhat resemble Mice in some instances but also others.⁸⁾ They spend their days eating fallen leaves, and grass as well as mushroom plants, though fallen curlie canes are sometimes found in their diet. They are a nuisance for the NDC due to their desire to bite wiring.

Vicuna

The [Vicuna](#) is a fur-covered creature that's low in the rankings of the food chain as created by the [NDC](#) Anthropologists. This creature was named the Vicuna after an animal on a far off world in the Kikyo Sector. While the meat is tasty to be consumed, the Vicuna is killed for its fur, to create warm coats, warm blankets, and other items. Due to taste which some chefs have described as being only C-ranked, and the fur. The NDC has captured and cloned these animals and bred them on their farms.

Aquatic Creatures

The NDC's new settlers saw an abundance of fish species during their early explorations of Daichi. Some of these species could be described as whales, sharks, and other tentacle creatures. It was clear that while most were naturally evolved, some were introduced from other planets. One such creature is listed below.

- [Kami Carp](#)

Electrophorus Aquatus

These aquatic creatures are a part of a group called [gymnotiformes](#) which are capable of producing electric fields for navigation, communication, and, in attack and defense. As a result of its production of electric fields, it is capable of generating a shock of up to 860 volts and up to 1 ampere of current.⁹⁾

Shrimp-Panda

The Shrimp-Pandas are small, about the size of shrimp¹⁰⁾, but with a bit of thickness to their bodies that add to the meat. When not captured by the NDC, or eaten by Tree Crocodiles, it spends its time eating seaweed and algae.

They lay deci-millions of eggs that would have surely overpopulated the species if not for its predators and the NDC's fishing efforts.

Bomber-Fish

This species of fish greatly resembles certain carp species that are common in Yamatai Prime and Nepleslia. The Nephesian type of the species gets its name for how it tries to dive bomb anything new in the environment, like swimming animals and NDC explorers. It's a fast swimmer, but if it can be captured, its meat is delicious.

Amphibian Rat

The Amphibian Rat is a species that greatly resembles Rats, and could quite easily mistake them for the rodent pests were it not for the fact that the species here has webbed fingers, a dorsal fin, and other fins including on its tail.

The [Department of Medical Services](#) advise NDC explorers and fishers not to consume the meat, as the "Rat" carries diseases and illnesses which contaminate the rat's meat, in addition to a poison that it secretes from its teeth.

Saffron-Dotted Barracuda

This is a [barracuda](#) species that the world's evolutionary path has randomly caused it to exhibit orange-ish dots all along its body.

They are mostly docile to Synthetics¹¹⁾, instead following them around hoping that they can eat the leftovers of what they eat, having mistaken them to be large prey. This does end up costing them and they often become food for the surface dwellers.

Draco Eridanus Fauna

Imported/Cloned animals

Additional to the ones found on the worlds are the animals that were brought along from other worlds, or were cloned by the New Dusk Conclave. Some imported animals are:

- [Kami Carp](#)
- [Maulwurfhund](#)
- [Otar \(Horned cat\)](#)
- [Gunhund](#)
- [Iromakuanhe Domesticated Fauna](#)

Cloned

These animals were cloned as well as bred,

- Cow
- Duck
- Deer
- Chicken
- Other livestock

Nearly a hundred percent of these can be found on the Farms of the [New Dusk Conclave](#). Many can be found on the farms of [Station Omacron](#).

Flora

Listed below are the Flora that thrives on the worlds of the New Dusk Conclave

Sirris VI

Most plant life on [Sirris VI](#) is orange rather than green. Many jungles of Sirris VI have also adopted a unique ecology where many plants and some animals benefit from bioluminescence. Plants are shades of orange and brown with occasional tints of yellow and red. It is life rich and has several diverse biomes with complex ecosystems, including jungles, woodlands, tundras, mountain ranges, two polar ice caps, tropical isles, and deep oceans.

Other

Some plants unique to Sirris Vi are:

- A subterranean plant that literally lifts the earth up from above it.
- A small succulent stepable thrives in jungles and many other biomes. From a distance, it almost looks like fallen autumn leaves and some would consider this plant to be Sirris VI's own grass.
- There is a local wheat already on the planet that the Gunja have used to make food.

Howler

The Howler is a thistle type of plant, which in an environment like Sirris VI with huge animals, has a large size. Like a few plants in the world of giants, it has the sizing equivalent of a baseball. ¹²⁾ They are mobile hemophagous plant that secretes a potent anesthetic and can be used as an antibiotic. The plant has also seen use by some [NDC](#) settlers in stews that can be consumed. ¹³⁾

Tree Species

Within [Sirris VI](#) are various biomes, each with its own set of trees that dot the landscapes and give the smaller animals their home, and in the case of a certain herbivore, its food. A lot of these trees are familiar to the inhabitants of the [New Dusk Conclave](#) but each is also unique to the planet.

Vegetable

Below are a few of the plants within the [New Dusk Conclave](#)'s [Sirris VI](#) territories.

Wheat

Wheat is a grain that finds itself in abundance on [Sirris VI](#). It is found mostly close to Gunja caves, but also in NDC farmlands. It is a grass widely cultivated for its seed, a cereal grain which is a worldwide staple food.

Dusk Veggies

Dusk Veggies are vegetables found on the island where the [New Dusk Conclave](#) began building its first city. When the vegetable was discovered to have nutritional value, it was cultivated and grown in farms. The vegetable is typically eaten in a salad, can be placed in soup to boost the flavor, or can be ground into a spice.

Other Vegetables

The [Caerbannog](#) prefer meat of burrowing creatures, but they regard certain root vegetables as a treat.

Fruit

The local fruits have a sweet taste to them and are edible. Below are a few of the fruit-bearing plants within the [New Dusk Conclave](#) territory.

Puraliberry

Puraliberry is a delicious tasting, low-growing fruit found in small bushes near streams or ponds. It's eaten by the [Caerbannog](#), local [Gunja](#) hunters, and people from the [NDC](#) who have cultivated it for their gardens and farms. Its appearance is small and round, like a grape, but with bumps and an orange-red color. When crushed, it can be made into [Puraliberry Juice](#)

Anvil Fruit

Anvil fruit only grows in the Anvil landing site. It is said that the plant absorbed light from a bright star, causing it to glow orange, and now the light reflecting off the ship's hull causes this glow.

Other Fruit

Sirris Vi had other assortments of fruit that littered the world with orange and sometimes red plants. There are berries to be found, some close to the [New Dusk Conclave](#) settlement of [Obsidian City](#) others as far as the Gunja caves. There were other kinds of fruit, not just those two, including an apple-like fruit.

Nephis

Daichi is the third planet from the sun in the [Nephis](#). The world has an abundance of aquatic animals that could be caught for food or kept as pets. As one member of [New Dusk Conclave](#) explorers discovered, there weren't any Pack Roaches.

Other

- Grass covers Daichi where possible.
- Flowers
- Plants that are herb-based
- New Medicinal Plants

Tree Species of Daichi

Within Daichi are various biomes, each with their own set of trees that dot the landscapes and give the smaller animals a home and herbivores their food.

While many of the trees are similar to those found on [Sirris VI](#), they are nonetheless unique to the planet and have their own unique properties.

Curling Canes

The Curling Canes are knee-length bioluminescent plants that look and feel like flowers. While the Curling Canes themselves aren't edible, there are attached things that are. The canes are primarily in hues of brown or bronze. The ones close to the settlement of Arcadia are black colored.

Vegetables

Vegetables grow in abundance on Nephis system's Daichi and can be consumed after being cleaned. Because the world had been abandoned by Yamatai's surveyors previously, the vegetables weren't logged until later.

Fruit

Like vegetables, fruit grows in abundance on Nephis System's Daichi. They are safe for consumption after being appropriately cleaned and prepared.

Some notable fruits are included below, but the world is vast and still unexplored.

Candy Curlies

Candy Curlies are attached to the Candy Cane plants and can be removed and eaten. Like the name says they taste sweet like candy. As the [New Dusk Conclave](#) cultivates these plants in their farms, the Curlies are used as a treat. They are acorn-shaped but a few inches bigger than strawberries.

Draco Eridanus Flora

[Draco Eridanus Extremophile Flora and Fauna](#)

Newly Created

One plant that the [New Dusk Conclave](#) had created was

- The [Tevoo Flower](#)

Imported/Cultivated Flora

- Wheat

A number of these vegetables and fruit can be found on the farms of Station Omacron. All of them are found in the NDC Farms on [Sirris VI](#)

- Peas
- Carrots
- Cucumbers
- Peppers

- Various Vegetables and Fruit given by [Equilibrium Foods](#)
- Later on Puraliberry
- [Iromakuanhe Domesticated Flora](#)

OOC Notes

[Charaa](#) created this article on 2020/08/01 21:15.

The article was approved by [Andrew](#) in this [thread](#).

1) 13)

idea made by [Madi Harper](#)

2)

About a few inches bigger than the Canadian Goose

3)

typical egg clutch is in 4 eggs

4)

11 ft. 6 in

5)

It hasn't learned not to mess with the [New Dusk Conclave](#) yet

6)

6.17 meters / 20 feet 3 in

7)

Much like the [Nekovalkyrja](#) it doesn't need a mate to reproduce. As a result, there's a huge number of them in the world.

8)

More like Hamsters and Guinea pigs than true Mice

9)

Fun fact, thanks to advanced technology in the SARP universe, artificial versions of the creature's electricity-generating cells could be developed as a power source for medical implants and other microscopic devices. This was actually speculated by scientists in the real world. I wrote this based on [Electric Eels](#)

10)

The real-world ones

11)

Robots, mostly

12)

Or a Sunflower.

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Last update: **2024/02/11 17:50**

