

Fauna

Epsilon Ursae Minoris hosts a number of native animals, adapted to the harsh terrain and constant rains and flooding. As a result, many animals are either amphibious, flying, or purely aquatic, with a very small number of mammals being found. There are a large number of other types as well, ranging from crustaceans to insects or arachnids.

Most notable and common is the Hs'sshz, or Gliir-xiq, which was a prominent opportunistic omnivore that would often attack nymphs, or even smaller cerberus gestalts. The creature is most described as being similar to an axolotl and a salamander in shape, with typically green or pale brown colors meant to act as a rudimentary camouflage. While it was not a major threat to a cyclops alone, they often would hunt in pairs or even groups of three.

Another creature, called the Qu'ziir was a large, flat bioluminescent mantis-like aquatic animal that would often be found in the deeper waters. This creature was not a predator, but their size and tendency to surface suddenly would cause problems for the Ekane, who were often found on the oceans, as its large size could easily damage the Arks which they relied upon. Unusually, these animals were seen with varying levels of superstition among the Ekane. Skrell scientists named them for their seemingly star-like pattern that they sported, and the Ekane picked the name up themselves.