



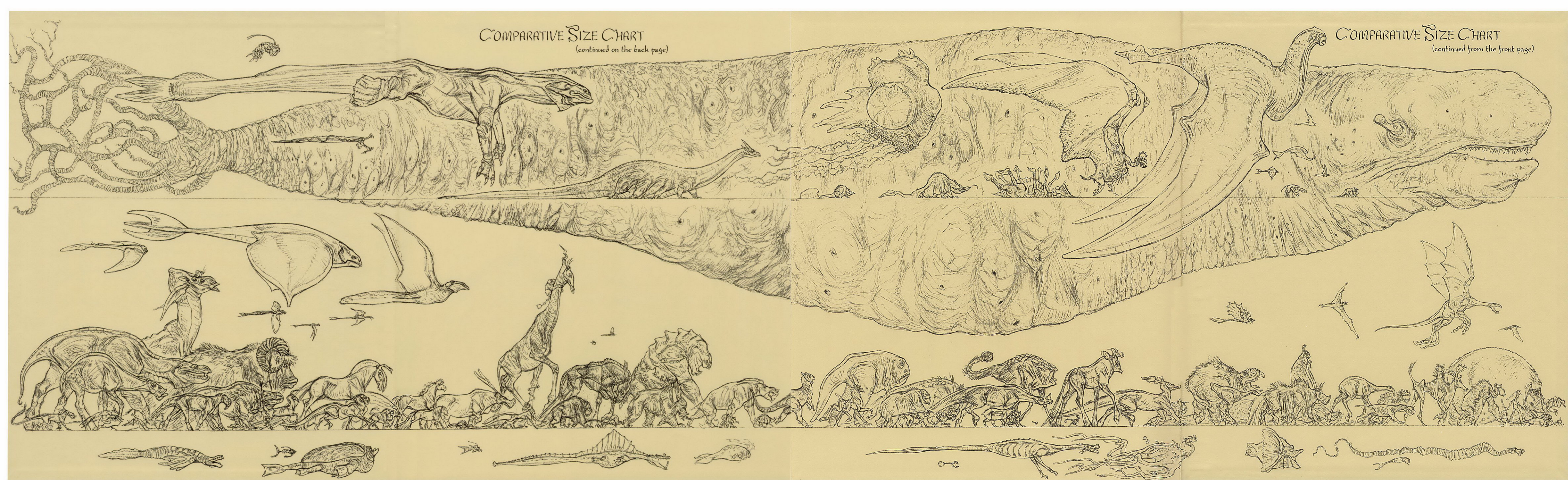
The Wildlife of
**STAR
WARS®**

A Field Guide

BY TERRYL WHITLATCH
AND BOB CARRAU

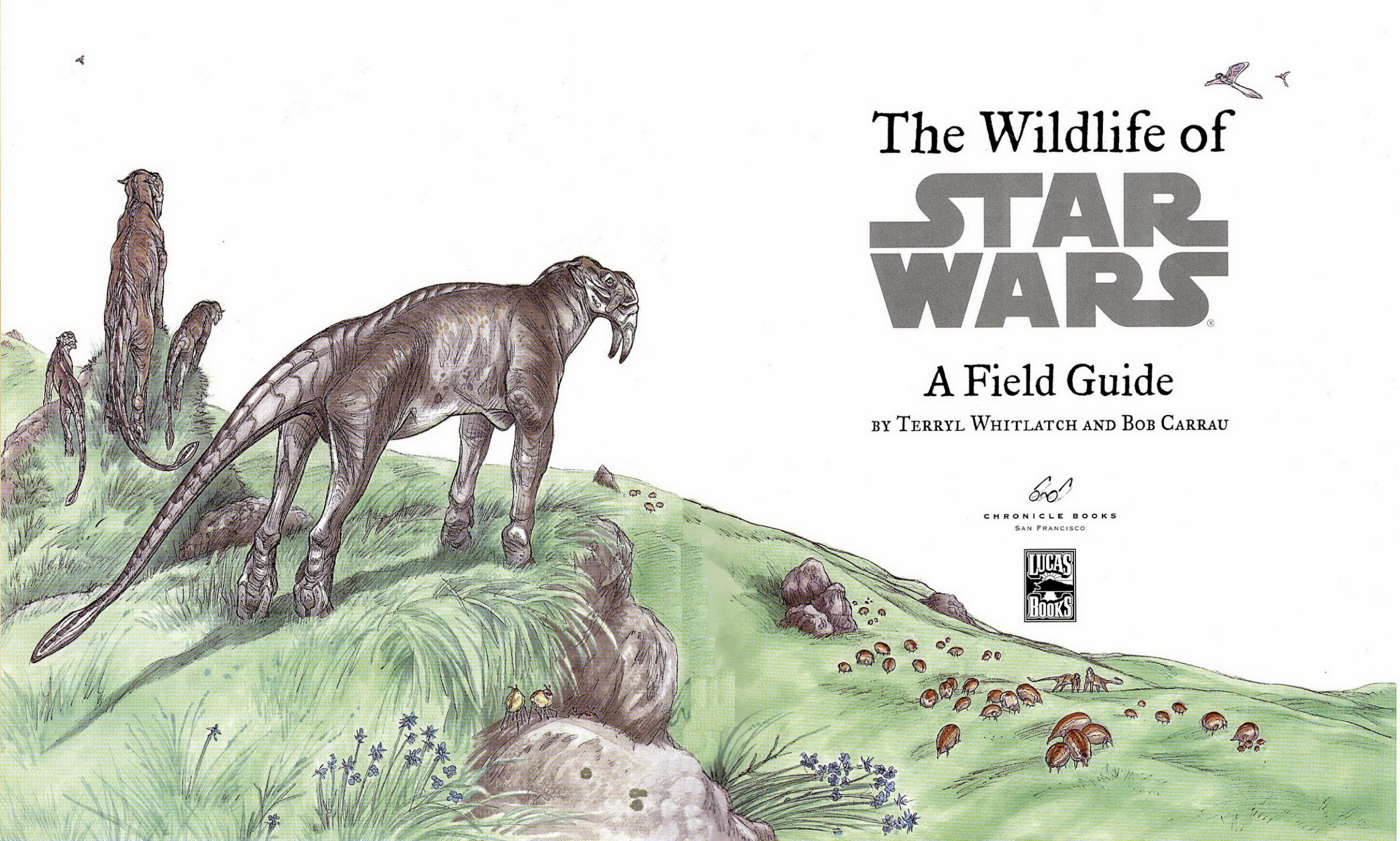
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The Wildlife of
**STAR
WARS**





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A Field Guide

BY TERRYL WHITLATCH AND BOB CARRAU

End
CHRONICLE BOOKS
SAN FRANCISCO



First and foremost, thank you to my husband, Tom Whitlatch. Much appreciation to Tina Mills, Ben Harper, Iain Morris, and Lucy Wilson of Lucasfilm; as well as Doug Chains, Vis-a-Vis, Inc., and David Craig, Jenny Craik, Jo Donaldson, Cheryl Edwards, Stephanie Lostimolo, Jane Mason, and Derek Smith. A special thanks to George Lucas for letting me play in his world.
—T.W.

To wildlife everywhere and, of course, to George Lucas for dreaming up a place where much of it can live.
—B.C.

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Library of Congress Cataloging-in-Publication Data available.

ISBN 0-8118-2869-7

Printed in Hong Kong

Distributed in Canada by Raincoast Books
9050 Shaughnessy Street
Vancouver, British Columbia V6P 6E5

10 9 8 7 6 5 4 3 2 1

Chronicle Books LLC
85 Second Street
San Francisco, California 94105

www.chroniclebooks.com

Lucas Licensing Editor: Ben Harper
Lucas Licensing Art Director: Iain Morris
Chronicle Books Editor: Sarah Malarkey
Chronicle Books Editorial Assistant: Anne Bunn
Chronicle Books Art Director: Pamela Geismar
Chronicle Books Production: Tera Killip
Original calligraphy: Tim Hanrahan
Type design and layout: Peter Kesselman
Dewback skin: Kim Smith

www.starwars.com

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INTRODUCTION

There are so many beings who inhabit this vast and complex galaxy: Neimoidians, Hutts, Ewoks, Chabira-Fans, Ithorians—the list is endless and startlingly varied. Ionic journals and the HoloNet are filled with the exploits and disasters of all who have carved notches into the mythology of our time. Civilizations rise, civilizations fall; heroes are canonized, despots derided.

But what about the other creatures? The ones that live alongside us? Creatures that, because of their inability to speak, perhaps, or maybe an instinctual lack of ambition, don't necessarily make it into the history vapors? This journal documents the strange and wonderful behavior of these animals.

It is a field guide, cataloguing just some of the amazing organisms that populate the various niches and ecosystems that fill our universe.

Its main purpose is to help identify and explain the mating habits, feeding patterns, herding instincts, and defensive mechanisms of these incredible beings.

Like the original field journals from which it is derived, this book is organized by planet. A short passage introduces each planet and describes its general ecosystem—fiery, freezing, vaporous, or otherwise. We immediately proceed to the individual species themselves, where creatures are rendered in pen and ink, and field notes annotate the margins.



With these paltry tools, the artist has endeavored to convey the often breathless experience of observing wildlife up close. While the reader can't hear the booming thunder of a bantha stampede or smell the rancid breath of the bellowing falumpaset, he or she can learn a little more about these beings as they exist in their natural habitats.

Many years of field study and on-site observation have gone into the renderings that follow. Much personal risk was taken to find and investigate these creatures in their sometimes dangerous natural habitats. Sketches were done on the fly, in the trenches, as the creatures grazed, stampeded, gave birth, even fought around the artist. Although we have endeavored to clean up the art in this publication, the original journal is well-weathered, filled with smudged earth, raindrops, and spattered blood and mucous. The journal would have never returned from the field if the artist had not displayed the intrepid spirit of the modern-day explorer.

Our universe is truly amazing. This journal makes that even more apparent. Many thanks go to Lyrre Tenna, our Zoologist-In-The-Field, for her inspired renderings and insightful observations. Many thanks also to all at the Intergalactic Zoological Society who contributed to this volume. And, finally, thanks to you, reader, for your interest and curiosity.



TATOOINE



PLANET INFORMATION

TERRAIN: Deserts

SPECIES: Humans, Jawas, Tusken Raiders

LANGUAGE: Basic, Bocce, Huttese, Jawa, Tusken

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Mos Eisley Spaceport,
Jabba's Palace, Mos Espa

Tatooine is tucked into a far corner of the Outer Rim in the Tatoo system. Tatooine has the unique distinction of being a planet solarized by two suns. As a result, Tatooine's environment is extremely harsh. Intense heat and strong winds constantly buffet the dry and barren surface. Water is scarce, food scarcer. It is a wonder life exists at all in such a severe and demanding place, but exist it does and with surprising richness and variety, particularly the larger fauna who seek shelter in the sand dunes, arroyos, and canyons. Most creatures are thick-skinned or otherwise armored against the suns' heat and the planet's environmental hazards. Many have developed intricate internal heat regulation systems, and a large percentage can go long periods without water. Most also have developed unique strategies for gleaning moisture from a variety of unusual sources. Adaptation on Tatooine is quite amazing—so much so that the more time one spends exploring the planet, the more one marvels at the ingenuity of biology and nature.



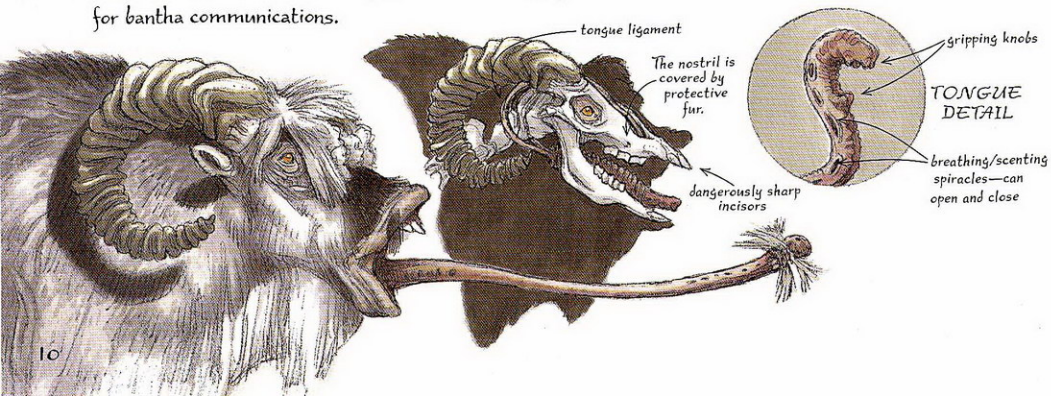
THE BANTHA

These large and furry mammals, indigenous to Tatooine, are seen in high numbers and are well integrated into planetary life. Remains have been found that predate most recorded civilizations.

Highly intelligent and extremely social, banthas travel in matriarchal herds of up to 25 individuals.

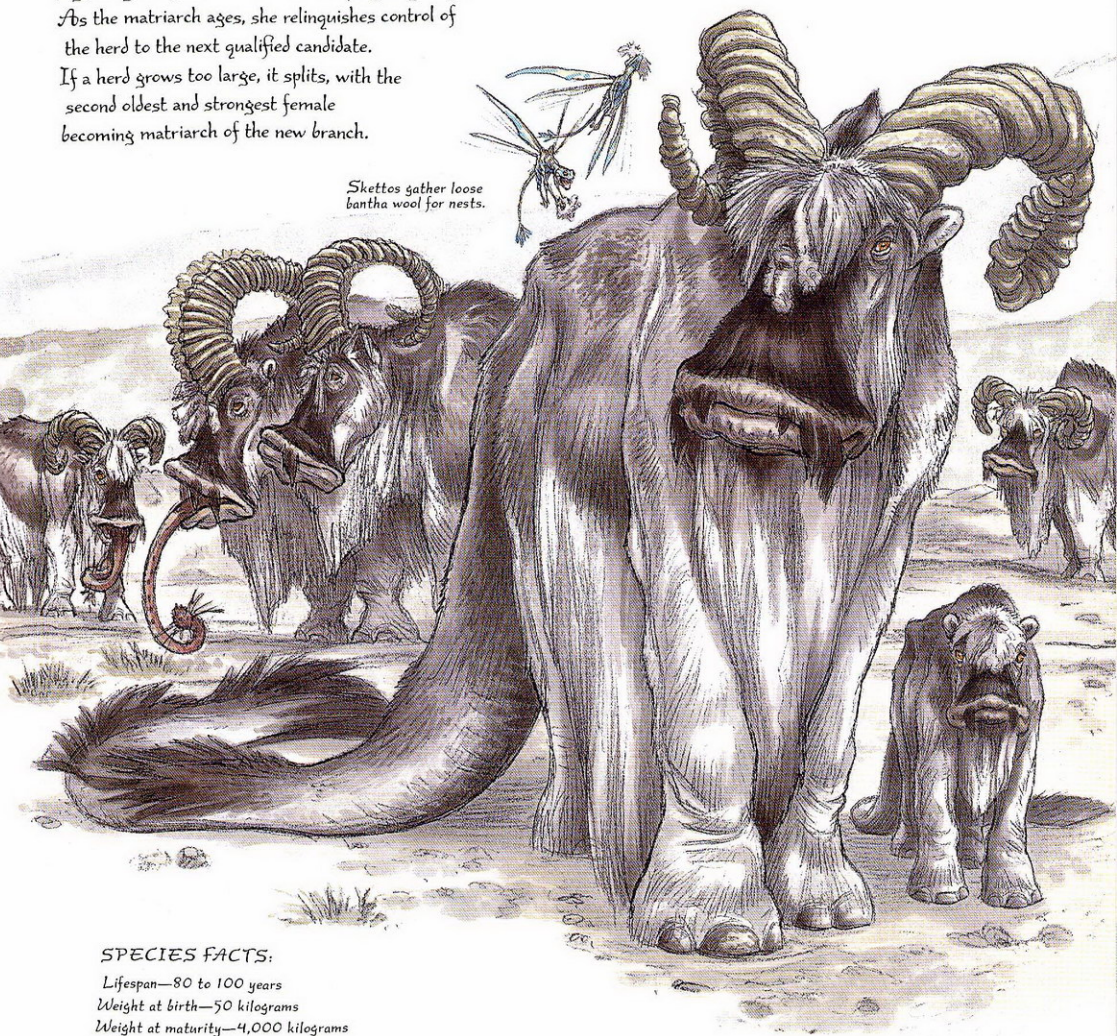


The bantha tongue is highly sensitive, extremely strong, structurally complex, and dexterous. Contains olfactory glands and used for holding and carrying, eating and drinking and, in various configurations, as a signifier for bantha communications.



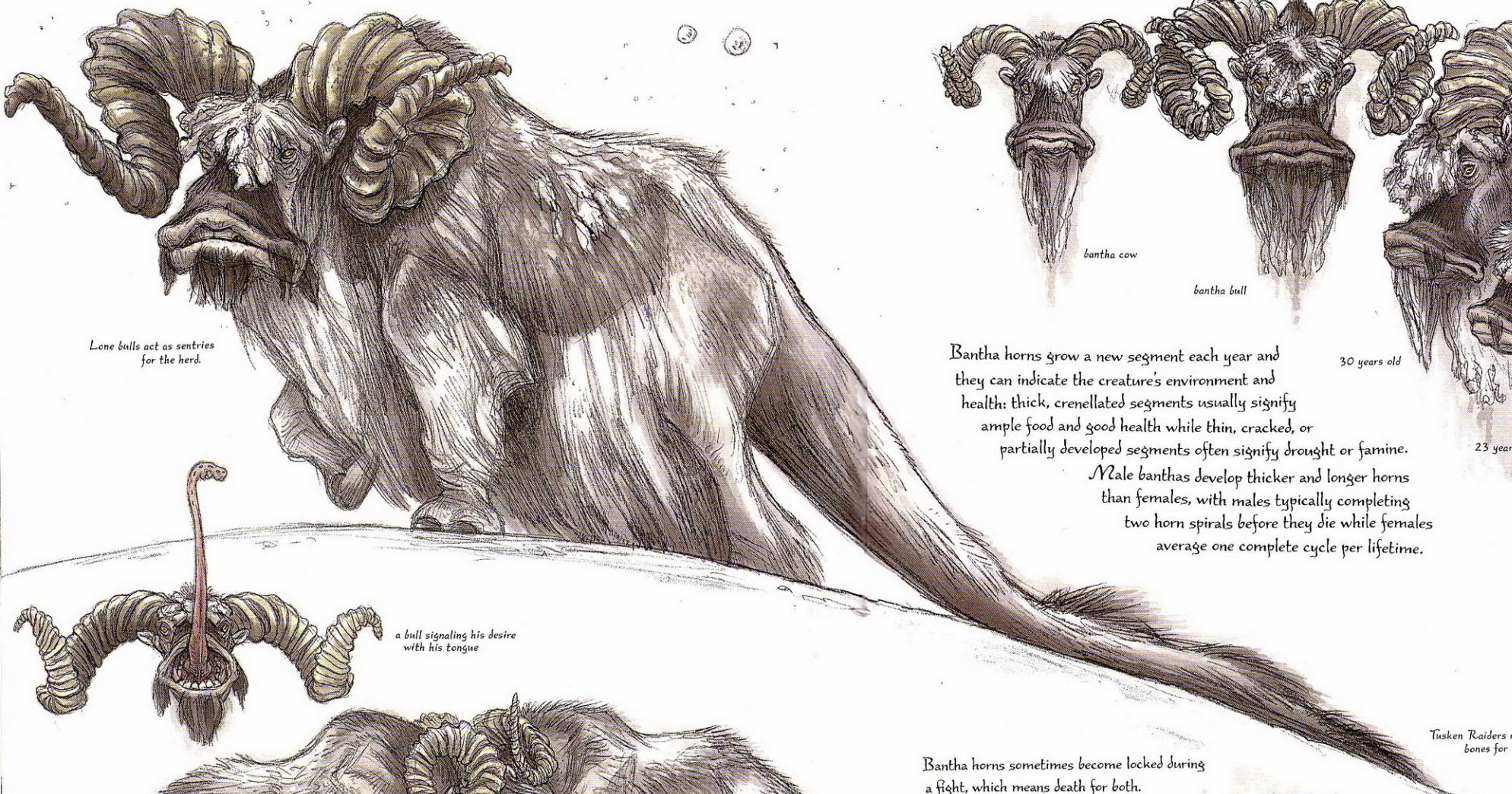
The matriarch, the oldest, strongest, most capable female in the herd, keeps an ever-vigilant eye (and tongue) trained for bantha predators (e.g., krayt dragons and anocbas who prey on young). As the matriarch ages, she relinquishes control of the herd to the next qualified candidate. If a herd grows too large, it splits, with the second oldest and strongest female becoming matriarch of the new branch.

Skettos gather loose bantha wool for nests.



SPECIES FACTS:

Lifespan—80 to 100 years
Weight at birth—50 kilograms
Weight at maturity—4,000 kilograms
Gestation period—30 months
Age at sexual maturation—20 years



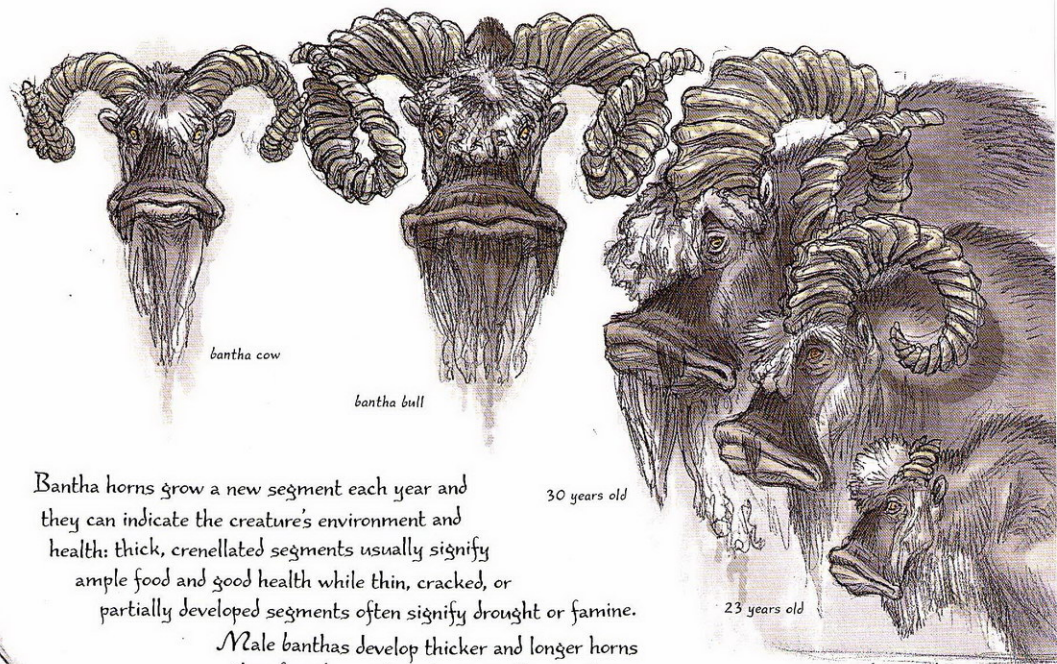
Lone bulls act as sentries for the herd.



a bull signaling his desire with his tongue



Bantha horns sometimes become locked during a fight, which means death for both. Eventually collapsing with exhaustion, the adversaries are unable to move as the blowing desert sand covers them.



bantha cow

bantha bull

30 years old

23 years old

6 years old

Bantha horns grow a new segment each year and they can indicate the creature's environment and health: thick, crenellated segments usually signify ample food and good health while thin, cracked, or partially developed segments often signify drought or famine.

Male banthas develop thicker and longer horns than females, with males typically completing two horn spirals before they die while females average one complete cycle per lifetime.

Tusken Raiders reverently collect bantha bones for tent supports and other purposes.



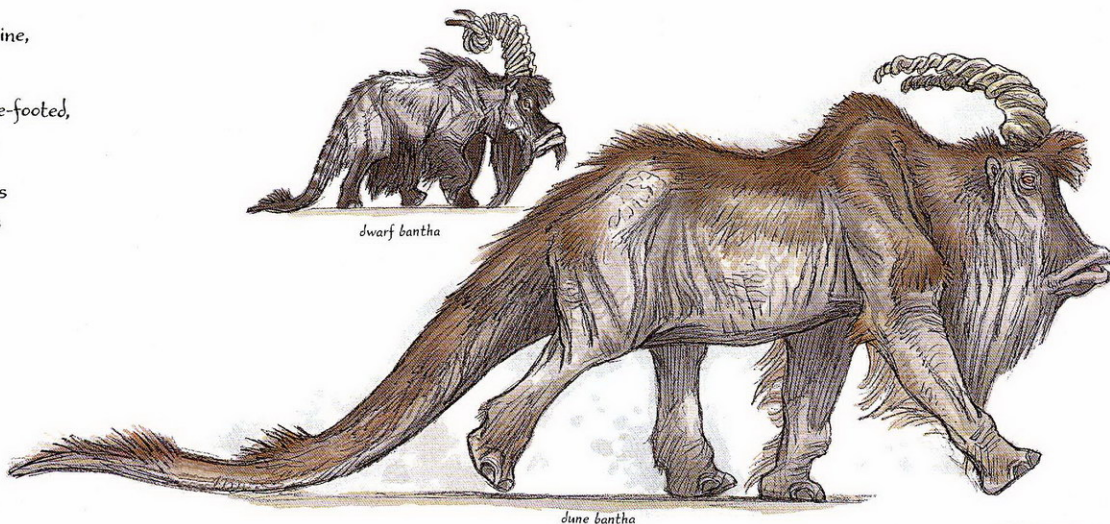


The common bantha was once the only known species on Tatooine, but scientists are discovering others:

The dwarf bantha is much smaller, more skittish and shy; sure-footed, it lives in the canyons and cliffs of the remote, outer deserts.

The dune bantha is rangier, more slender, and less furry; it lives in the equatorial zones and can survive very high temperatures and the relative unavailability of water.

Bantha graveyards: banthas show a curious fascination with the bones of their ancestors, gathering them together in special areas and fondling them. Mothers have been known to carry a deceased newborn many kilometers to such sites. Considered extremely bad luck to enter a bantha graveyard.



dwarf bantha

dune bantha

stages of growth of common bantha
(*Banta majoris*)



banthas and Tusken Raiders:
a mystical, symbiotic bond

When a Tusken Raider youth reaches the age of seven,
a bantha of the same sex is ceremonially presented to the child
as its partner in life. The young Raider
learns to care for, raise, and ride its
rapidly growing friend.

Upon bantha maturity, Tusken Raider
males saddle up their bantha and
head into the desert for initiatory
ceremonies and tasks.

When Tusken Raiders marry,
the couple's banthas also mate,
and afterward the bonds between
the species become inexplicably close.
When a Tusken Raider couple has
a son or daughter, then their banthas
often produce equivalent male
or female offspring; upon the
death of a Raider or its bantha,
sympathetic suicides and
depressions often occur
in the species left behind.

ancient pictographs

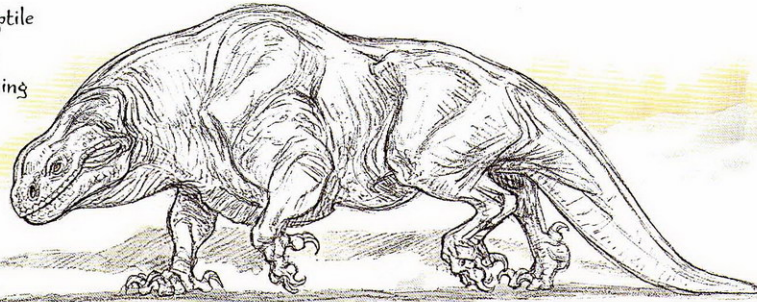
bantha
killing itself
at the death
of its rider

domesticated
anocba

TATOOINE

THE DEWBACK

This large, desert-dwelling reptile gets its name from its main method of hydration—by licking early morning “dew” off its neighbors’ backs. Their thick, rugged, sand-colored hide has special melanins that cut the sun’s glare while also helping to preserve precious body fluids. Their coloration varies.



Omnivorous, the dewback’s prey is usually cat-size or smaller, and it eats desert sages and underground tubers.

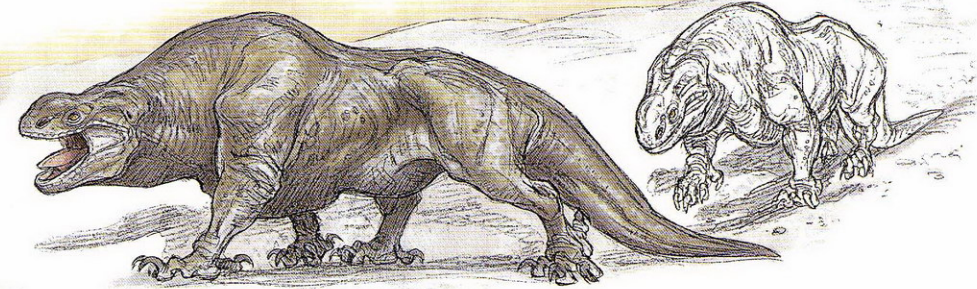


Back licking reinforces bonds between animals.

Cold-blooded and sluggish at night. They conserve energy by insulating themselves in huddled groups.

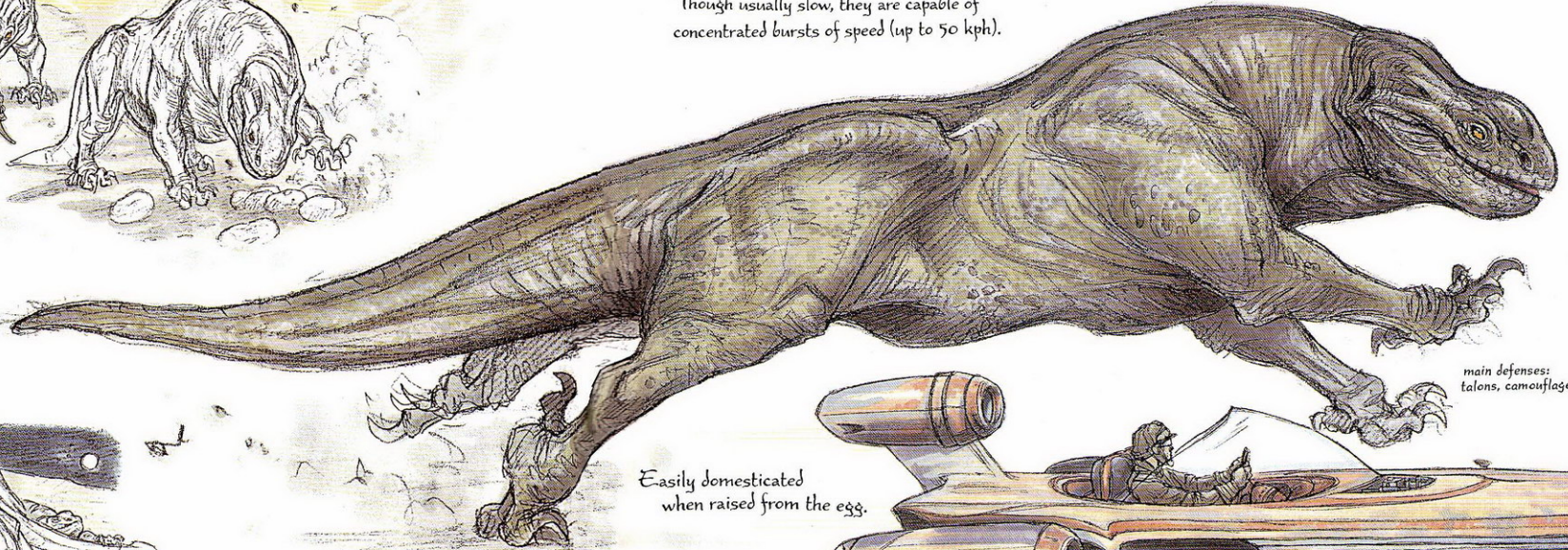


Dewbacks travel in single-file lines and at a very leisurely pace.



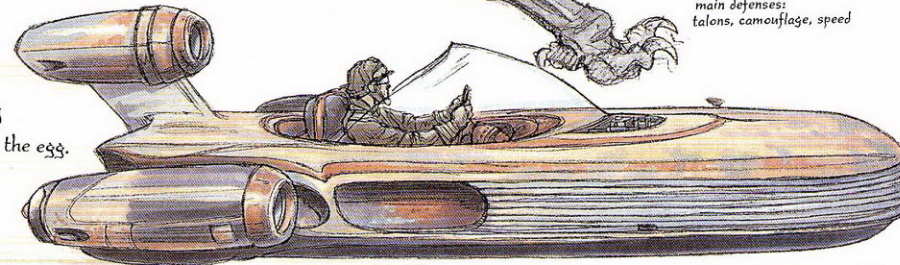
Because of its size, the dewback has few enemies, but their eggs, which they bury in the sand, are easy prey for many predators, including the opportunistic giant woodoo. Dewbacks compensate with a high rate of reproduction, producing 50 to 85 eggs per year.

Though usually slow, they are capable of concentrated bursts of speed (up to 50 kph).



Easily domesticated when raised from the egg.

main defenses:
talons, camouflage, speed



TATOOINE

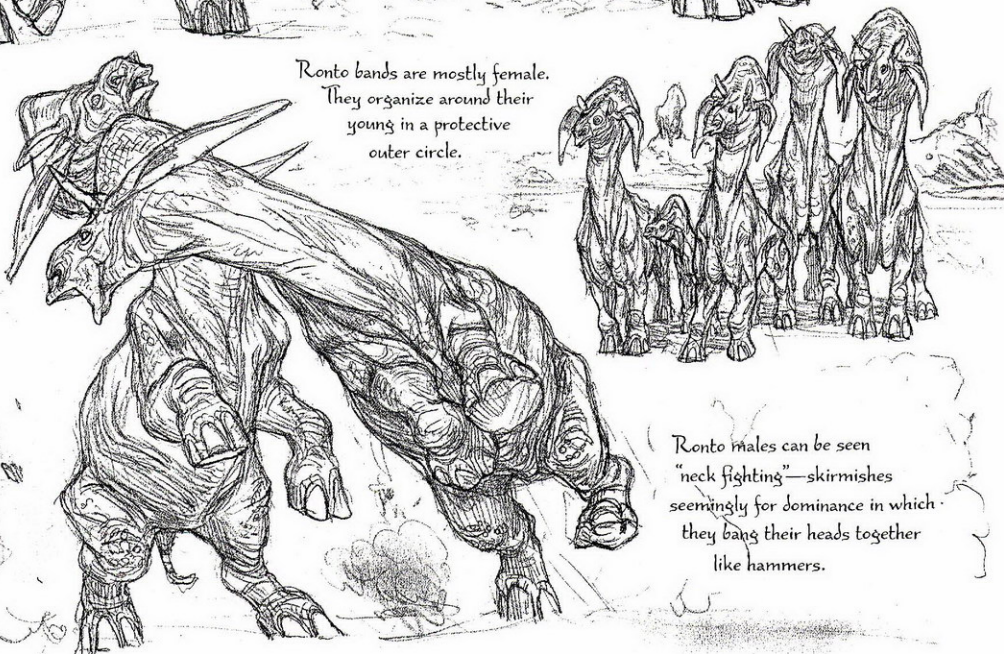
THE RONTO

Tall, skittish mammals, rontos amble about the arroyos and plateaus of Tatooine's higher deserts.

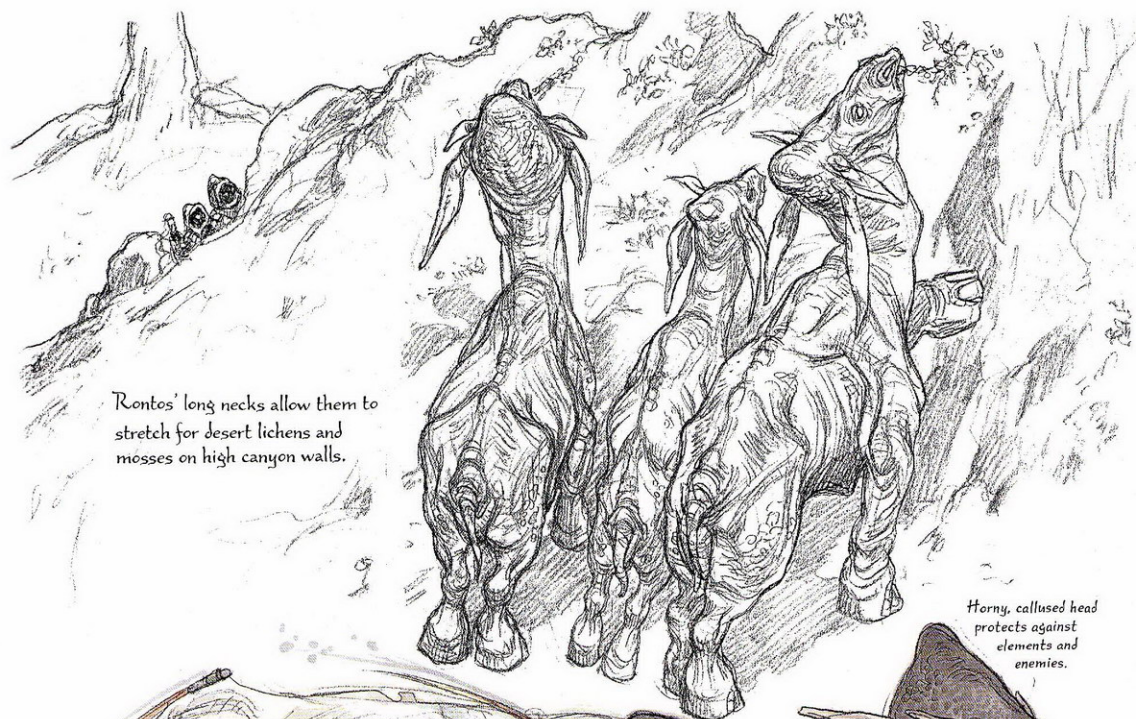
Two sets of ears—the long set is attuned to low frequencies while also helping with heat dissipation.



Ronto bands are mostly female. They organize around their young in a protective outer circle.



Ronto males can be seen "neck fighting"—skirmishes seemingly for dominance in which they bang their heads together like hammers.



Rontos' long necks allow them to stretch for desert lichens and mosses on high canyon walls.

Horny, callused head protects against elements and enemies.



EOPIES

Eopies are swift-moving, herbivorous mammals that can cover long distances with minor moisture loss.

Very social, they live in large herds of 20 or more.

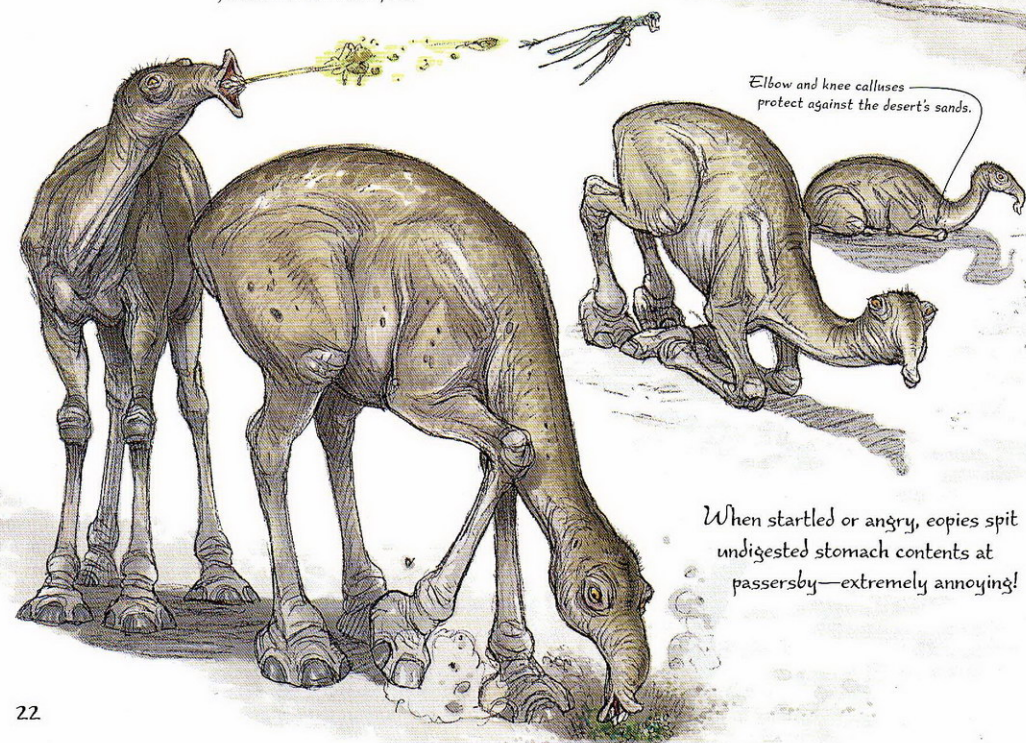


Proboscidean: a special hinged skull allows for a very flexible, elongated snout and a broader range for sharp incisors. Eopies get most of their moisture from desert lichens and tubers.

Easily domesticated, they are used mainly as beasts of burden and in caravans.

tough hide covered with sparse, smooth hair

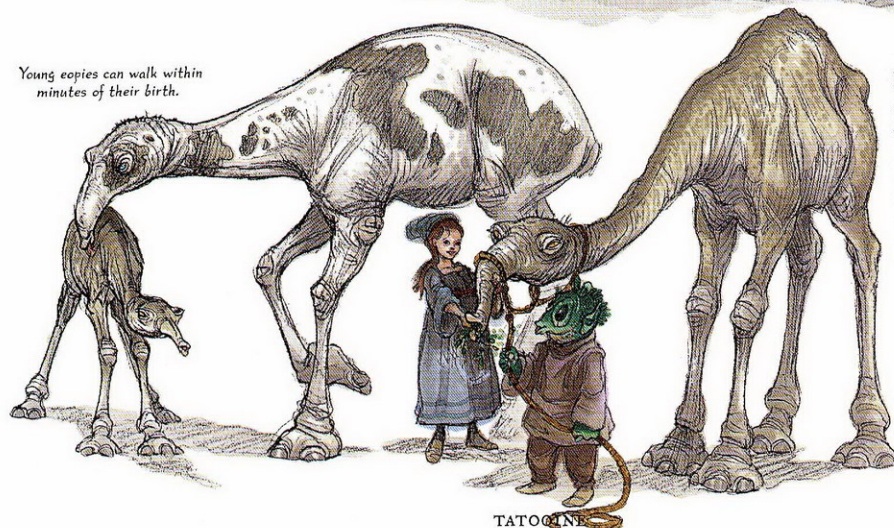
Thick foot pads broaden on impact for maximum shock absorption.



Elbow and knee calluses protect against the desert's sands.

When startled or angry, eopies spit undigested stomach contents at passersby—extremely annoying!

Young eopies can walk within minutes of their birth.



When eopies become too old to work, many Tatooine families give them to their children as pets, as they become completely acclimated to handling.

GALOOMPS

Galoomps are large herbivores that, despite reptilian appearance, are actually mammals. Named for the unique sound they make when foraging for food at dawn or dusk.

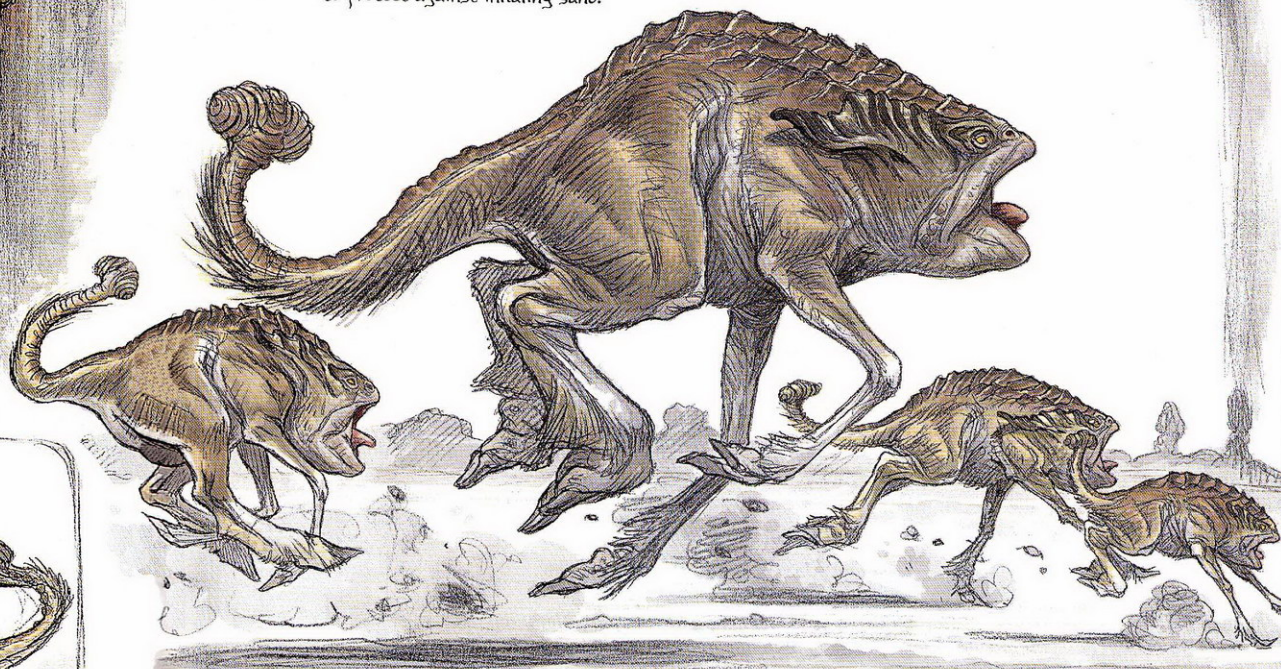
The tail knob, filled with loose pieces of cartilage, shakes to warn of approaching danger.

Nostril slits protect against sand.

A segmented, horny, ridged hide on their backside protects against predators and seems to insulate against moisture loss.



During sandstorms they bury themselves in the sand. Their nostrils are slitted to protect against inhaling sand.



Galoomps run with their wide mouths open, filling their unusually large lungs with air. In full flight, a galoomp's lungs can expand to fill almost its entire body cavity.

The galoomp's powerful hind legs are responsible for the animal's signature bounding gait. Its unique body structure allows it to traverse the desert plains at great speeds.

At rest, the front legs are used for digging roots and the galoomp's favorite edible, "desert plums." The split hoof aids this creature's manual dexterity.

ANOOBAS



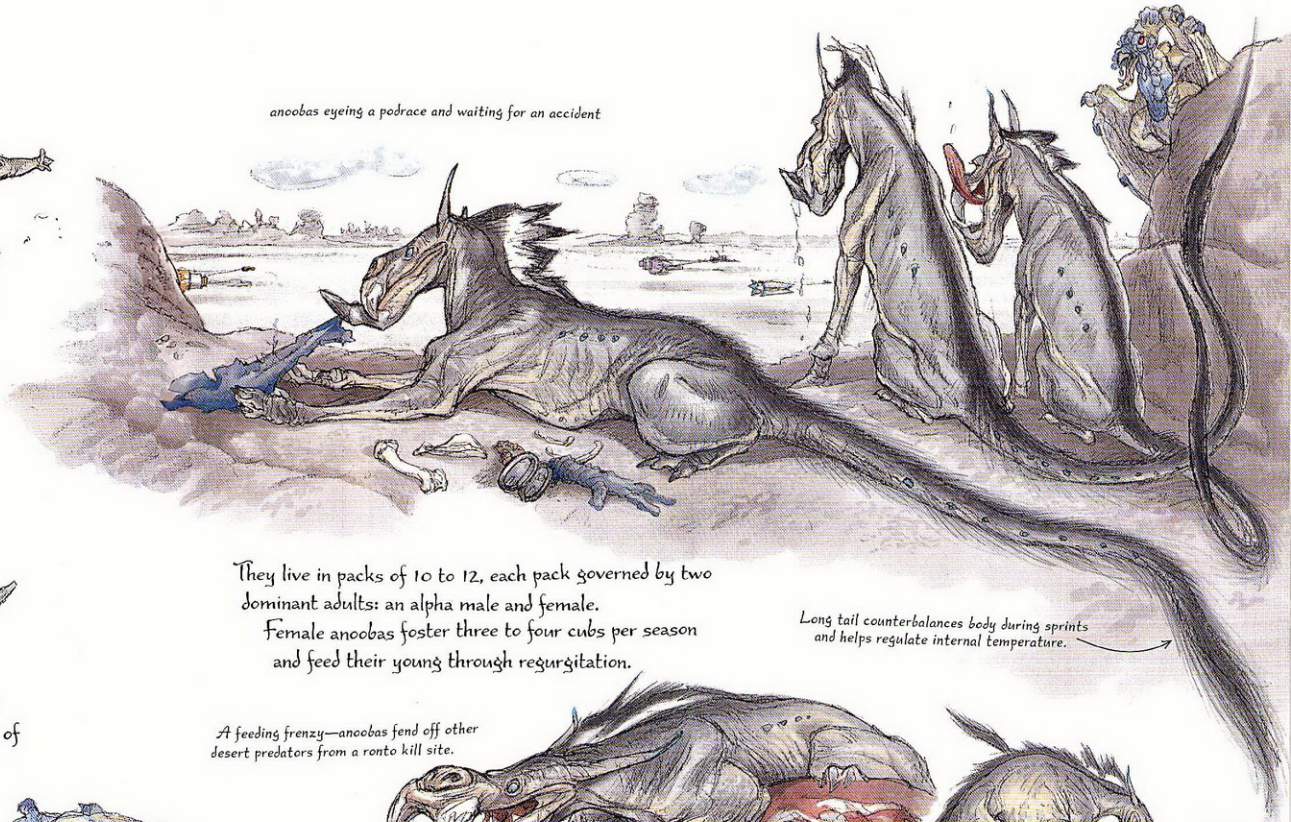
Anoobas are predatory opportunists and scavengers that will attack anything smaller than themselves and at times try to bring down larger animals like rontos or eopies.



Their strong jaws have a horny exterior beak capable of crushing thick bones.

Anoobas range in weight from 20 to 45 kilograms (males are somewhat larger than females).

anoobas eyeing a podrace and waiting for an accident



They live in packs of 10 to 12, each pack governed by two dominant adults: an alpha male and female. Female anoobas foster three to four cubs per season and feed their young through regurgitation.

Long tail counterbalances body during sprints and helps regulate internal temperature.

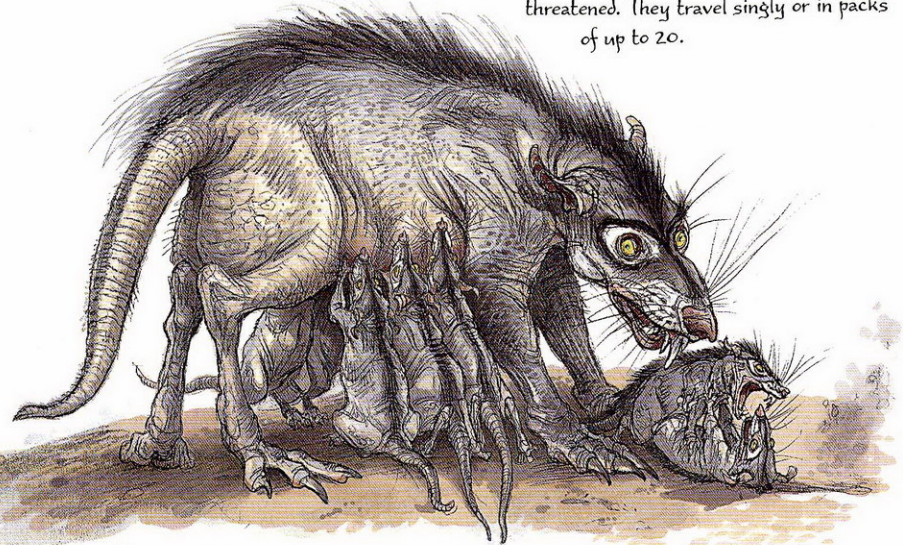
A feeding frenzy—anooobas fend off other desert predators from a ronto kill site.



With unregulated appetites, anoobas gorge until unable to move.

WOMP RATS

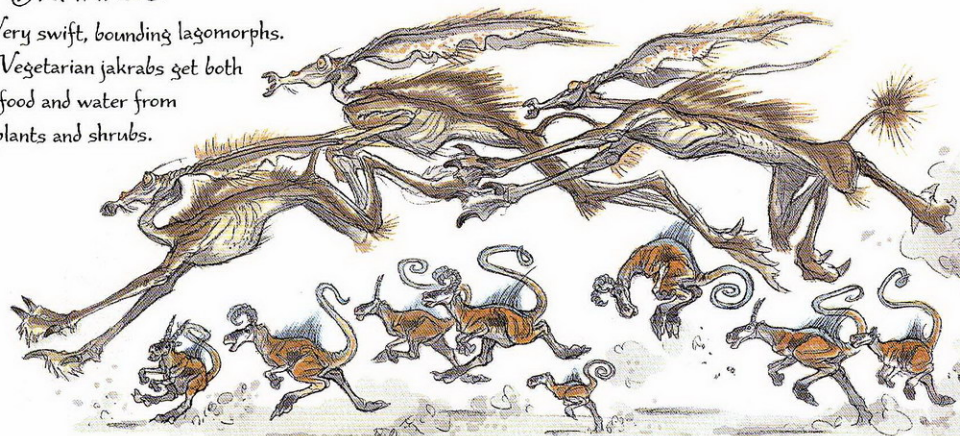
Savage, omnivorous rodents with a high reproductive rate, womp rats are generally cowardly but dangerous when threatened. They travel singly or in packs of up to 20.



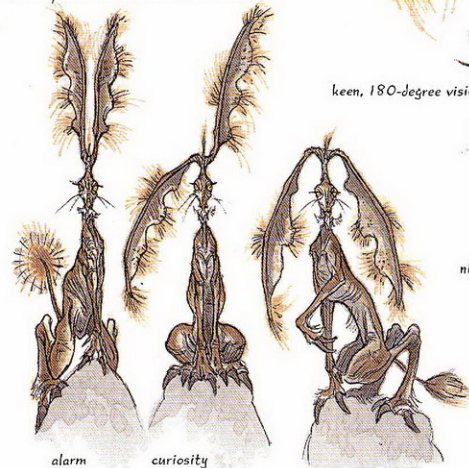
The womp rat is an opportunist—and particularly fond of carrion and refuse. They are often found breeding in landfill sites. Many Tatooine residents have made a sport of killing these disease-carrying vermin.

JAKRABS

Very swift, bounding lagomorphs. Vegetarian jakrabs get both food and water from plants and shrubs.



Jakrabs use their dexterous, satellite-like ears for hearing, heat dissipation, and semaphore-like communication.



keen, 180-degree vision

nipping beak

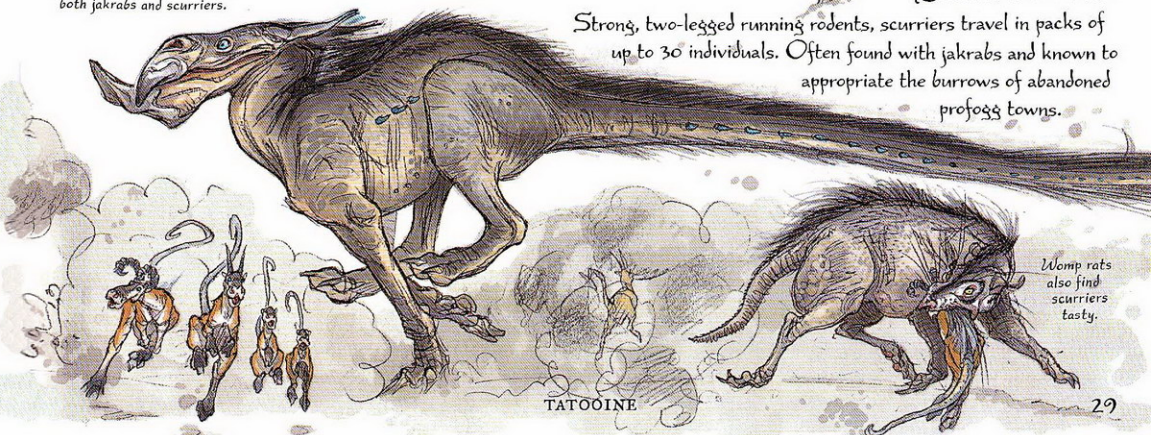
Male scurrier horns are curved; females' are straight.



SCURRIERS

Strong, two-legged running rodents, scurriers travel in packs of up to 30 individuals. Often found with jakrabs and known to appropriate the burrows of abandoned profoegg towns.

Predatory ancoobas are a threat to both jakrabs and scurriers.



Womp rats also find scurriers tasty.

TATOOINE

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PROFOGGS

These large, comical rodents form complex underground burrowing systems called "towns." Profogg towns can stretch across several hectares, housing from 50 to 100 profoggs.

Each burrow has a specific use and function, and other animals have been known to take over abandoned ones.

Underground molo seeds provide a major source of food.

kreetle with maggots

ibians in old burrow

nursery burrow

food storage

thieving scurriers

hibernating gorg
encased in
hardened saliva
cocoon

womp rat
with profogg prey

Profogg holes are a major
hazard to desert travelers.

Profoggs weigh between 10 and 25 kilograms. Horns, snouts, sharp incisors, and powerful claws are used for defense and as tools for digging. They have a high rate of reproduction, regularly producing litters of six to eight young, six to eight times a year.

URUSAI

Urusais subsist chiefly or entirely on carrion, and sometimes become too engorged to fly.

Males have four wings—two for flying and two smaller ones for mating display. Strong tails provide balance.

Their skin is bare of feathers for hygienic purposes—the sun's heat keeps bacteria down.

SPECIES FACTS:

Wingspan—2 meters
Tail length—85 meters
Weight—43 kilograms
Lifespan—50 years

Urusais lay two to three eggs per brood. The first young to hatch disposes of the other eggs. If two young hatch simultaneously, a battle ensues until one knocks the other out of the nest to the ground where it perishes.

Urusais can use their fine-tuned sense of smell to detect carrion from high above the clouds. They are important to the planetary ecology because they keep rotting carcasses from spreading disease.

These winged reptavians vigilantly cruise the rising thermals of Tatooine looking for putrefied carcasses.

Claws on tails and wings are used for grasping. They nest in cliff outcroppings and under tower eaves.

THE WOODOO

Giant, ground-dwelling reptavians, woodoos feed primarily on dewback eggs or usurped anooba kill. Slow, extremely strong, and powerful. They weigh over 640 kilograms.

Shrunken wings aid in interspecies communication and heat dissipation.

Unusually large cranium attached by short neck to bulbous, egg-shaped body. Thick legs for support and easy travel.

stubby claws primarily for digging

SKETTO

Medium-sized flying reptiles with four wings, skettos live in caves and tend to come out during daybreak and twilight and for several hours at night. They eat airborne insects and suck the blood of huge, sleeping animals.

Eyes have many rods for twilight vision.

Skettos appear to be a galactic anomaly—a warm-blooded reptile that gives birth to only one young at a time.

Sketto swarms are capable of sucking dry a sleeping dewback. Must verify—fact or legend?

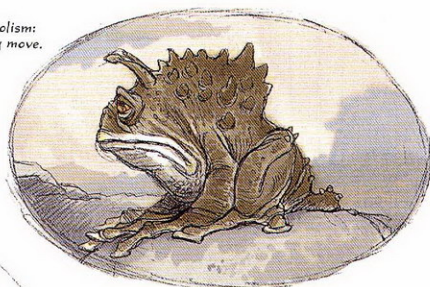
Teeth help gather insects and pierce tough hide.

TATOOINE

THE WORRT AND ITS PREY

Worrts are large, voracious amphibians that eat anything that passes by. They digest their meals with a distinctive burp.

Slow metabolism: worrts rarely move.



Worrts reproduce only during the infrequent Tatooine humidity showers, laying eggs in small puddles. Eggs must hatch quickly, pass through larval stage, and grow to maturity before the puddles dry up.



Small road creature, unnamed—a porous and flexible invertebrate that feeds on the lichens and mites churned up by passing vehicles.

IBIAN—small amphibian that eats insects and microscopic dust mites.

KREETLE—parasitic insect found in homes and cities, eats garbage and vegetal remnants.

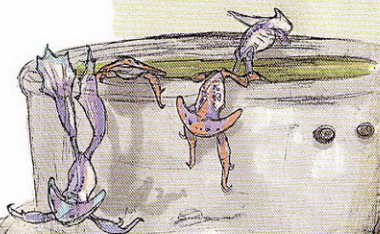
GORG—a precocious desert amphibian, similar to worrts but smaller and more ambulatory. A popular Tatooine food.

GORG FARMING

Gorgs are now farmed domestically on Tatooine, and the amphibians are prepared in a number of ways—roasted in manak leaves, dried, and fricasseed. They are sold fresh in cauldrons in most bazaars and markets.

To be domesticated, a gorg pod must be “rooted” in an amniotic-like fluid reminiscent of its primal root puddle. It can then be fed razor moss, funnel flowers, even bits of unrefined sewage. It soon lays eggs. The eggs hatch within a couple days and tadpoles emerge. A gorgmonger must separate the tadpoles from the adults immediately for adult gorgs will consume their young. Once the tadpoles have matured they may be taken to market.

a local Swokes Swokes farmer after a hard day's work



THE SARLACC

Sarlaccs are extremely long-lived (20,000–50,000 years) and very rare giant arthropods whose primary function is digestion. A mature female buries herself in the ground, creating a hideous crater with her permanently gaping mouth. Creatures stumble into the mouth and are digested whole and alive. Due to obvious reasons, research is inconclusive, but complete digestion appears to take anywhere from 500 to perhaps a thousand years.

inflamed tentacles

irritated, fleshy skin

descending spirals of razor sharp teeth

Anoobas have been noted rushing prey toward a Sarlacc in hopes of trapping them as they avoid tumbling into the pit.

anoobas at lip of Sarlacc pit

Symbiotic relationship has been observed between urusai and Sarlacc—urusai clean the teeth and tentacles of the Sarlacc while the Sarlacc offers up food to its custodians.

The parasitic male Sarlacc attaches itself to a female. One report found a mature male that mutated and expanded to such a size that, presumably after several millennia, it devoured its mate.

male

The Sarlacc's gastric juices are composed of unique acids that keep its prey decomposing but alive during the entire period of digestion (keeping meat fresh while it disintegrates). The Sarlacc hydrates itself in two ways: from deep underground moisture pockets and by absorbing fluid from its prey.

Spores are released from an oviduct located just below the Sarlacc's skin. Underground, they pair up in male/female configurations and then crawl to the surface. They migrate through space for several years before finding a suitable habitat. Sarlaccs are very vulnerable during this immature "nomadic" phase and often die of starvation or are eaten by urusai.

THE GREATER KRAYT DRAGON

(THE ULTIMATE PREDATOR)

This is a monolithic reptile, capable of vast destruction, yet the greater krayt dragon is rarely seen. Extremely reclusive, it is thought that it buries itself in the sand during the daylight. Its sinewy musculature, massive strength, and swift, flexible skeleton make it the most impressive reptile known. Stories are told of krayt dragons literally "swimming" through mountains of sand.

THE CANYON KRAYT:

A juvenile of greater krayt?
Most likely a different species.
Inhabits isolated canyons
ringing the Dune Sea.

horn function unknown

The dragon digs out a Sarlace—a rare find. Banthas are a much more common treat.

Multiple legs are necessary to support its gargantuan bulk.

These creatures are oviparous reptiles, it is assumed, although no eggs have ever been found.

RANCOR

A rare species, rancors are more typically seen on the planet Dathomir, where powerful witches, strong in the Force, have successfully domesticated them as mounts. They are even rarer on Tatooine, where they have survived as an exotic transplant.

Ratcheted hide contains pulsating bumps, warts, and horny protuberances.

Rancors are reptomammals. They are warm-blooded and bear and care for young, but do not suckle.

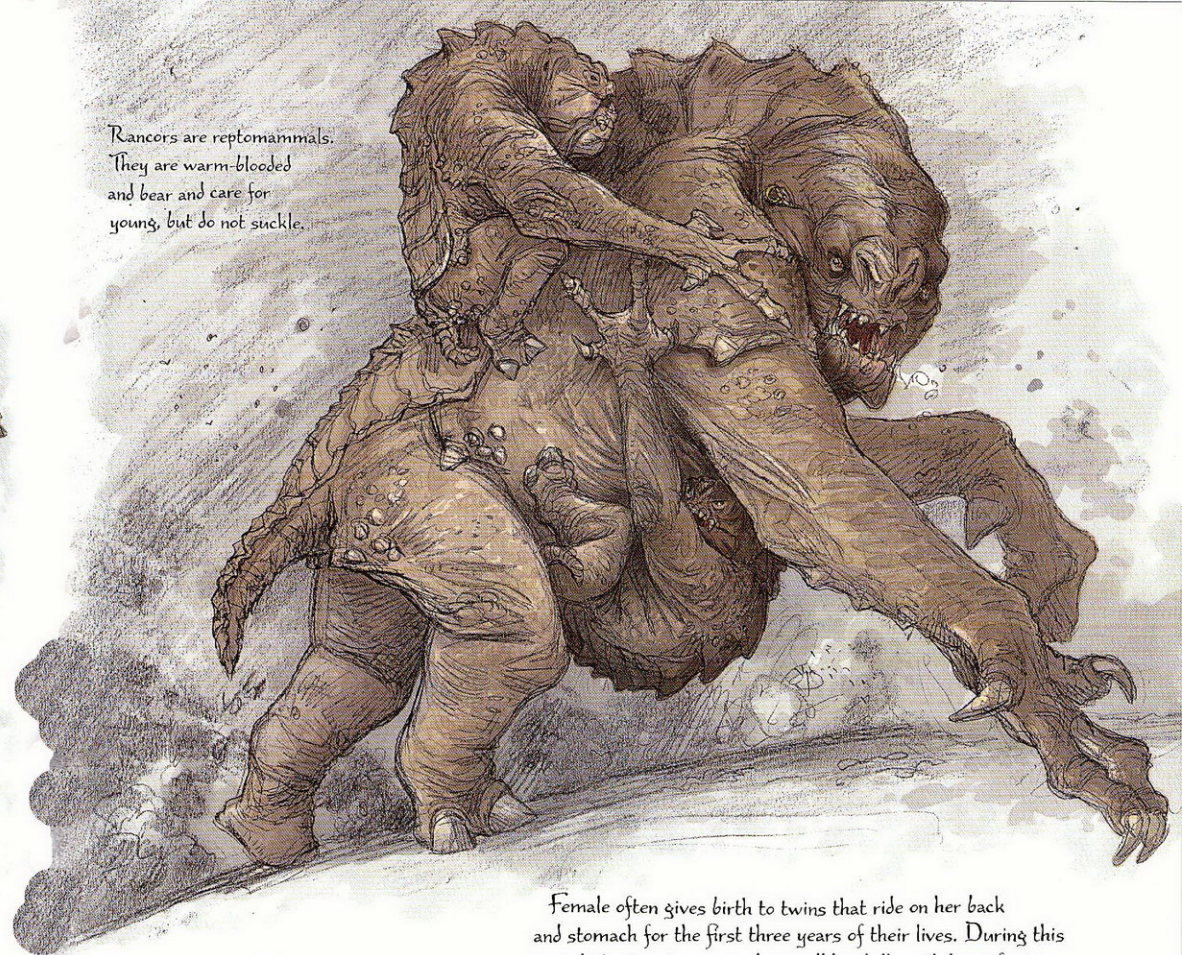


Drawings are based on reconstructed fossil remains and images viewed at the Coruscant Holographic Zoo.



Dathomir witch with half-grown rancor in training

Carnivore. Prefers large herbivores, which are easy prey, but is known to eat anything.



Female often gives birth to twins that ride on her back and stomach for the first three years of their lives. During this period, the female rancor shares all her kills with her infants. A rancor leaves its family forever upon maturity.



Dathomir witches ride black horses—both are capable of shape-shifting.



rancor caught in a snare with giant pig rodent as bait

HOTH



PLANET INFORMATION

TERRAIN: *Glacier Fields*

SPECIES: *Tauntaun, Wampa*

LANGUAGE: *None*

ATMOSPHERE: *Oxygen Mix*

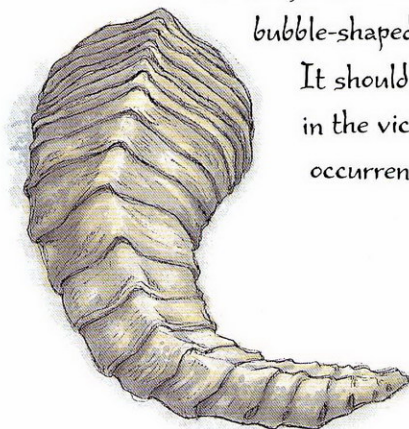
POINTS OF INTEREST: *Asteroid belt*



Hoth is the sixth planet in a remote, almost uncharted system of the same name, which revolves around a small, low-level, blue-white sun. A frozen planet encased almost entirely in ice, it is covered with glacier fields, vast tundraic expanses, and huge, mountainous drifts of snow. The wildlife on this planet, minimal in number, are mostly reptomammals combining the best defensive characteristics of reptiles with the more adaptable physiologies of mammals (blubber, protective fur, scaled hides, and self-regulating metabolisms).

Rising warmth from the planet's core, which never reaches the surface, creates underground caves, glacial valleys, and bubble-shaped grottos that many animals use for shelter.

It should be noted that a volatile asteroid belt exists in the vicinity, and meteor showers are a constant occurrence on the planet's surface.



TAUNTAUN

Tauntauns belong to a large class of reptomammalian herbivores (up to 15 species have so far been identified).

Generally strong and swift running, all species are warm-blooded with a self-regulating internal temperature system.

All have bodily fur covering a resilient, scaly hide under which is a protective layer of blubber.

They feed on frozen algae and plants found in the tundric snow and on lichens and mosses growing in glacial caves and valleys.

Body secretions released through scales create a distinctly unpleasant odor.

Dual sets of nostrils warm air in turns before it reaches lungs.

the common, or giant, tauntaun

Tauntauns live in herds of between 20 and 30, with females giving birth to live young (eggs could not incubate in such cold). Young are able to feed themselves immediately upon birth, leaving mothers free to watch over and protect them.

strong, rough-textured lips for scouring lichen

Ears are actually a set of scales to protect from cold. They swivel for maximum efficiency.

Mothers are able to regurgitate a form of milk from their crops if necessary. Males also have this capability, but they also use this "milk" for spitting when annoyed.

hair removed to show scaly skin

Furry, clawed, tridactyl feet. Tail balances while running.

powerful hind quarters, bipedal locomotion

Males butt horns to compete for mates and establish dominance. Females do this as well.

The common or giant tauntaun can reach speeds of 90 kph and is an indispensable beast for the tough, intrepid settlers of Hoth, providing transportation, meat, and wool. After sundown, tauntauns take refuge in glacier caves or dig down into insulating snow, where they settle into a nocturnal sleep to save energy.

During this sleep, they cease to excrete or produce their pungent odor so as not to attract predators.

OTHER PREVALENT TAUNTAUN SPECIES:

The glacier tauntaun inhabits the icy caves and valleys. Known for its high-pitched and comical screech, it is rangier and more sparsely furred than its larger cousin.

The climbing tauntaun is the smallest species. Strong and sinewy, it uses its muscularity and claws to climb the sides of glacial caves and canyons in search of lichens.

Sometimes, especially during long or savage Hoth ice storms, several species of tauntauns can be found foraging together in glacial caves.

climbing tauntaun



wall lichen



floor lichen

a young common tauntaun

giant common tauntaun

glacier tauntaun

WAMPA

The alpha predator of Hoth, the wampa is a creature of dread, power, and fierceness. A carnivorous reptomammal, the wampa hunts by stealth and surprise, rarely engaging in extended chases. It subsists primarily on tauntauns (or tauntaun riders).



The wampa locomotes on two or four legs, preferring four except when stalking or during an attack.



When attacking, it rises to its hind legs to get a view, then charges forward in a deadly rush.

Wampas dwell in ice caverns. They shed guard fur, which is gathered for nests. Zoologists are unclear if this is intelligent behavior or merely instinct.



Prey is impaled on large icicles or stuck to cavern ceilings with saliva to keep meat fresh. Saliva acts as anesthetic in victims.

yellow eyes

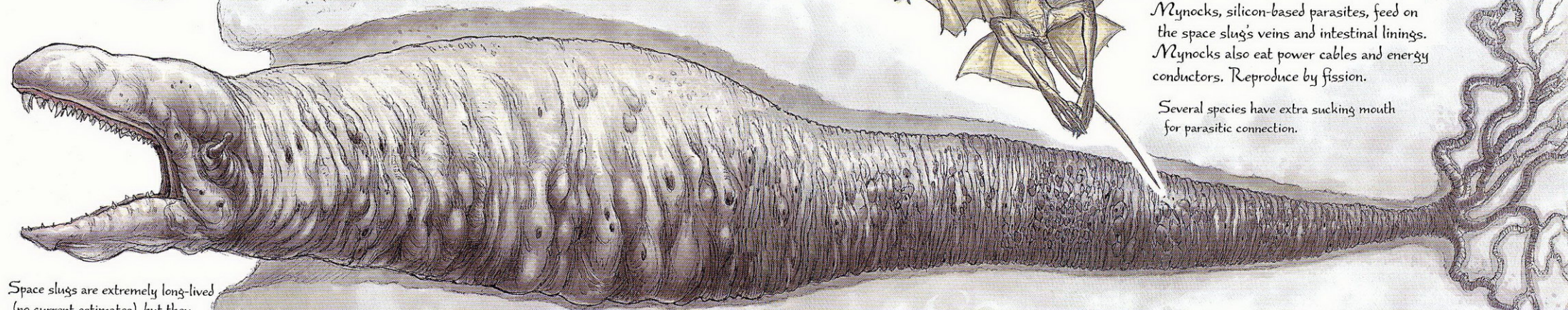
Both wampas and tauntauns have similar curved horns, but these species are unrelated.

Females give birth to up to three cubs and nurse their young.

Avoid coming between a female wampa and her cubs.

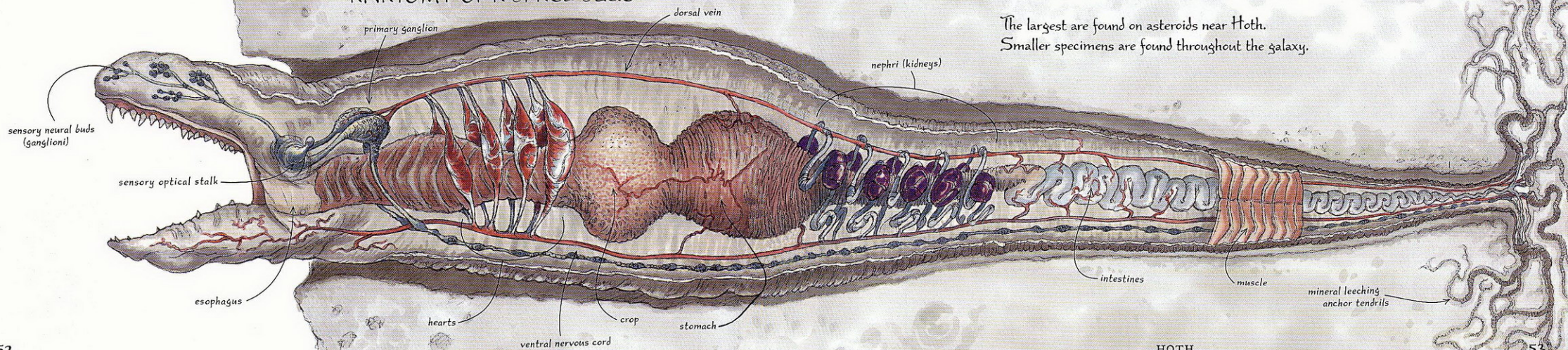
GIANT SPACE SLUG

Giant, worm-like creatures, space slugs can grow up to 900 meters. They are actually a silicon-based life form (more mineral than animal), which can exist in virtually no atmosphere. They anchor themselves deep into caverns and primarily digest the rock and stone that surround them.



Space slugs are extremely long-lived (no current estimates), but they ultimately petrify into a cave as they die. Reproduce by fission.

ANATOMY OF A SPACE SLUG



Though it snacks on anything that enters its gullet, the space slug generally gets nutrients from the asteroid.

The largest are found on asteroids near Hoth. Smaller specimens are found throughout the galaxy.

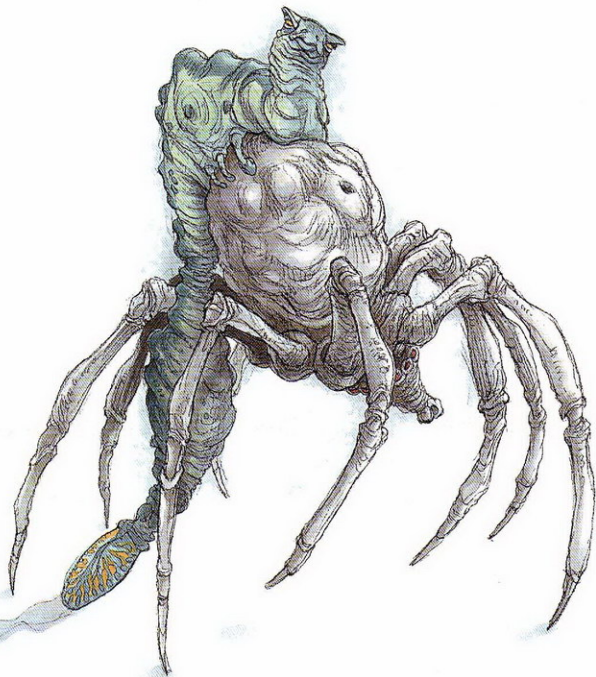
MYNOCKS



Mynocks, silicon-based parasites, feed on the space slug's veins and intestinal linings. Mynocks also eat power cables and energy conductors. Reproduce by fission.

Several species have extra sucking mouth for parasitic connection.

DAGOBAH



PLANET INFORMATION

TERRAIN: Swamps, Bayous

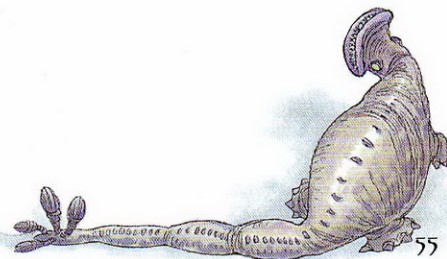
SPECIES: Jungle Wildlife

LANGUAGE: Not Applicable

ATMOSPHERE: Oxygen Mix

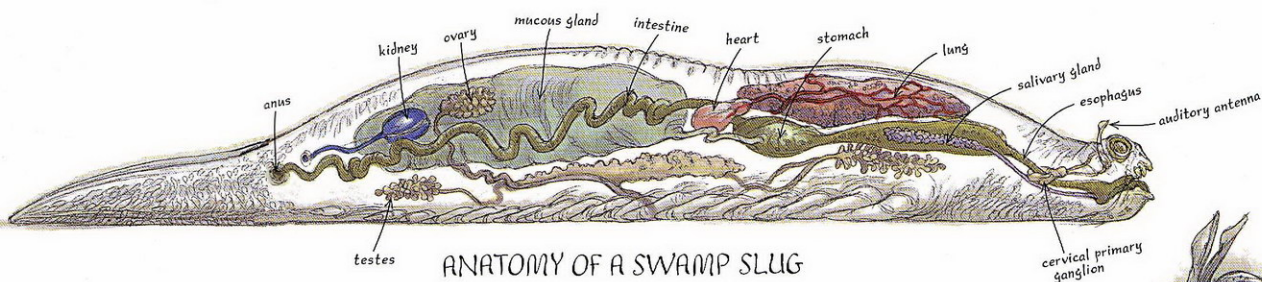
POINTS OF INTEREST: Yoda's Hut, Cave of Evil

From afar, Dagobah is a planet of immense mystery and beauty, for the atmosphere is so thick and dense that onlookers only see swirling clouds and nothing of the ground below. However, upon entering the atmosphere, the sense of beauty is replaced by one of foreboding—as active volcanoes and electrical storms create swirling winds, shifting colors, and radical flashes of luminosity. Not only that, but the planet's tripolarized gravity hangs entering craft in a buffeted limbo of velocity until the ship hits what some scientists believe to be a channel of rising prateon. This invisible, as-yet-unproven element surrounds the craft, slows it down, and pulls it seemingly by remote control into the murky gloom below. Whatever the cause of this phenomenon, spacecraft are all but impossible to control until lower altitudes are reached. Primeval murkiness covers the planet's surface. Fogs rise from bogs, trees struggle under the weight of luminescent mosses, flocks of ancient jubba birds criss-cross the sky. Thankfully, after descending below the clouded upper and middle atmospheres, instruments return to normal, and it is possible to fly safely and find an adequate landing place.



GIANT SWAMP SLUG

The giant swamp slug is a huge, amphibious mollusk that stalks the shallow water channels throughout the Dagobah Swamp.

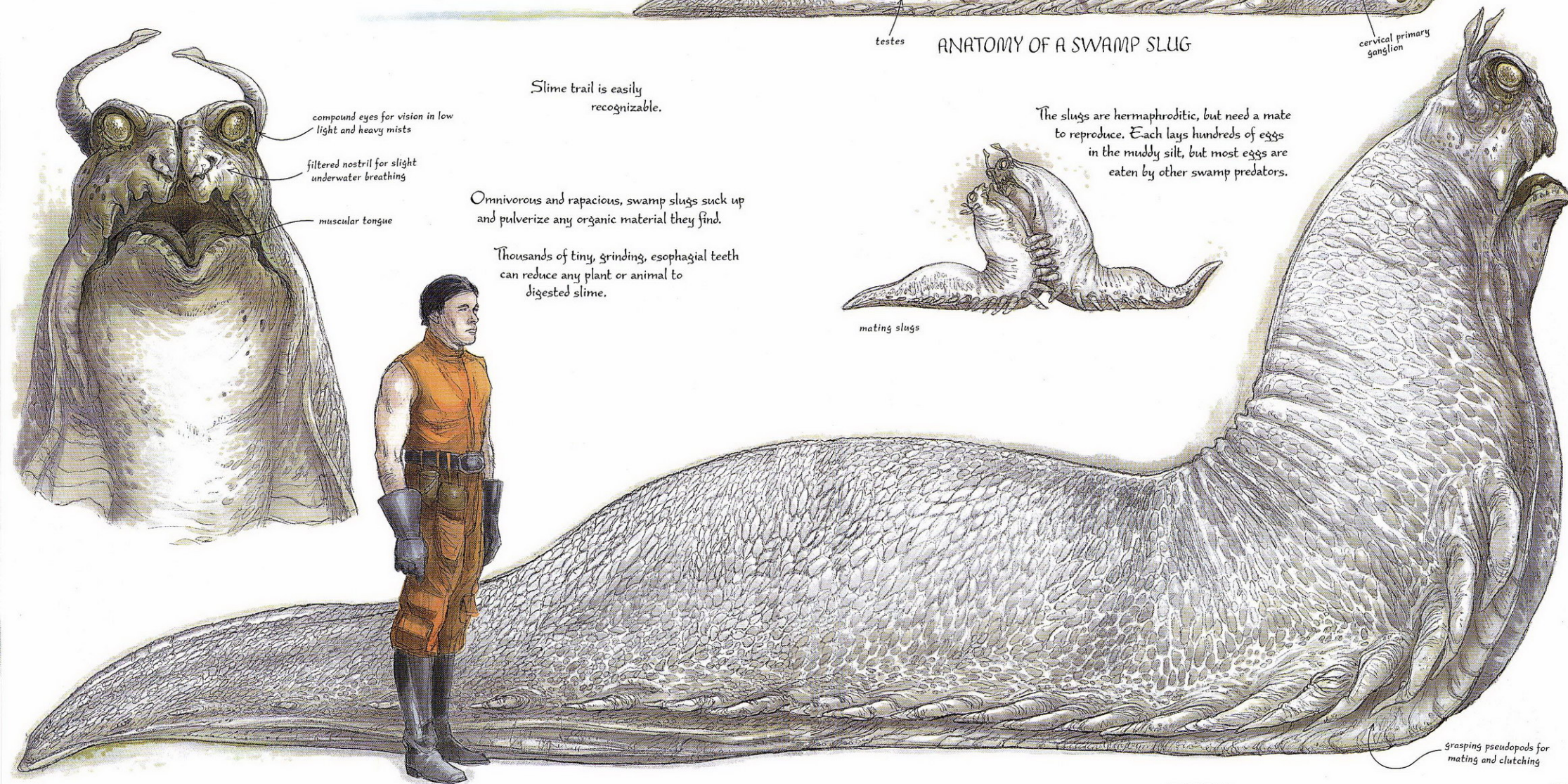
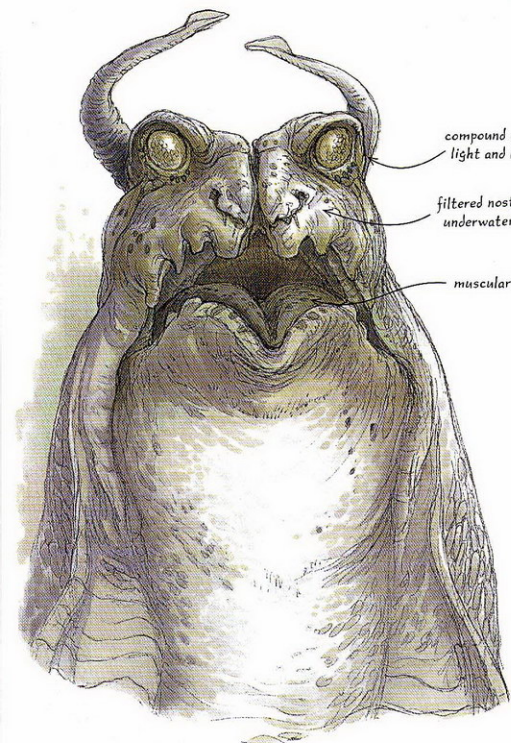


Slime trail is easily recognizable.

The slugs are hermaphroditic, but need a mate to reproduce. Each lays hundreds of eggs in the muddy silt, but most eggs are eaten by other swamp predators.

Omnivorous and rapacious, swamp slugs suck up and pulverize any organic material they find.

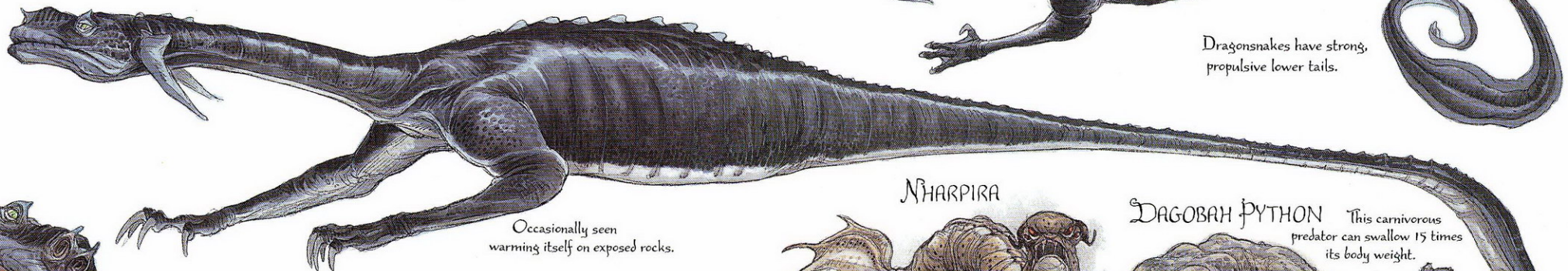
Thousands of tiny, grinding, esophageal teeth can reduce any plant or animal to digested slime.



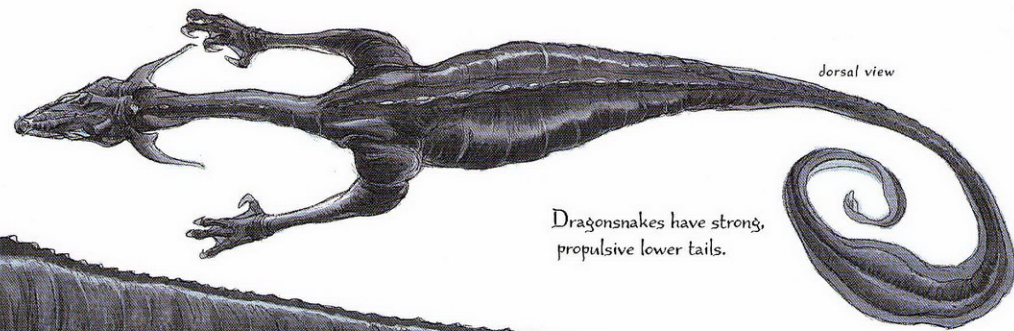
DRAGONSNAKES AND OTHER DENIZENS

DRAGONSLAKE

This massive, omnivorous, super predator travels stealthily underwater until it rears up on its strong tail to slash victims with its razor sharp claws.



Occasionally seen warming itself on exposed rocks.



dorsal view

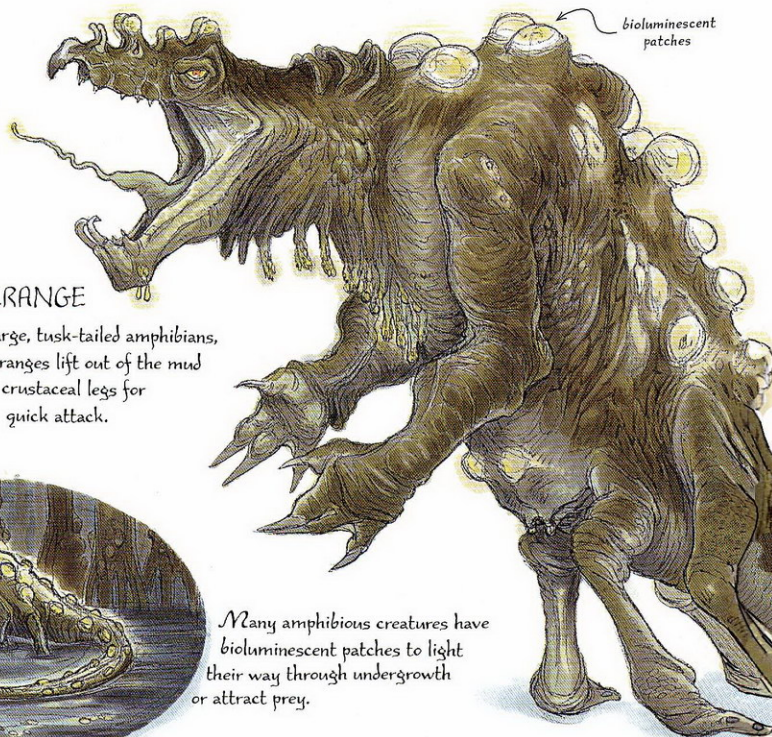
Dragonsnakes have strong, propulsive lower tails.



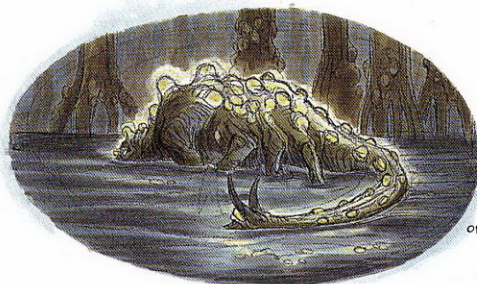
dragonslake head—
front view

SCRANGE

Large, tusk-tailed amphibians, scranges lift out of the mud on crustaceal legs for quick attack.

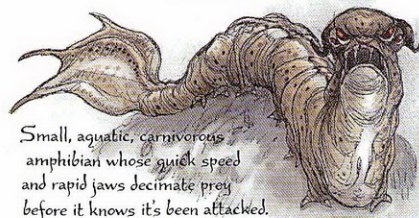


bioluminescent
patches



Many amphibious creatures have bioluminescent patches to light their way through undergrowth or attract prey.

NHARPIRA



Small, aquatic, carnivorous amphibian whose quick speed and rapid jaws decimate prey before it knows it's been attacked.



MORP

A cousin of the nharpira, and equally dangerous, the morp anchors itself into wormholes and paralyzes prey by poisonous, stinging bites.

DAGOBAH PYTHON

This carnivorous predator can swallow 15 times its body weight.



The python hunts by draping itself on low branches and waiting.

sharp tail tusks
for impaling

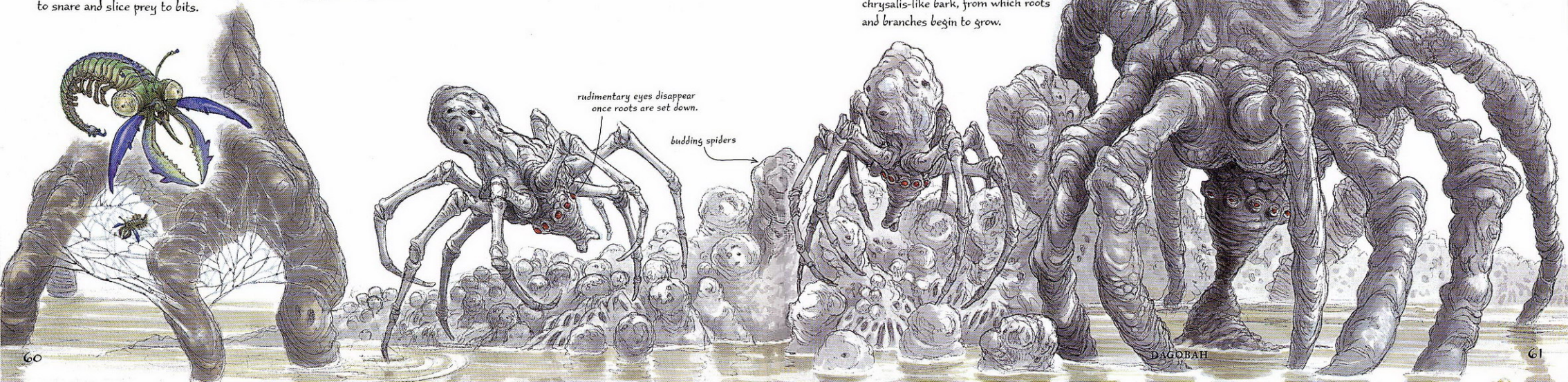
SPOT-LIGHT SLOTH

The spot-light sloth is a furry mammal with a waterproof coat that forages for succulent lahdia plants. The sloth exposes the lahdia to the light from the glowing set of phosphorescent patches on its chest and the plant responds by unfolding its leaves—revealing flowers and berries that the sloth quickly gobbles up.



Lahdia plant

BUTCHERBUG This crustacean arachnid spins micro-fine, razor-sharp webs in the fallen branches and low-lying roots of trees to snare and slice prey to bits.

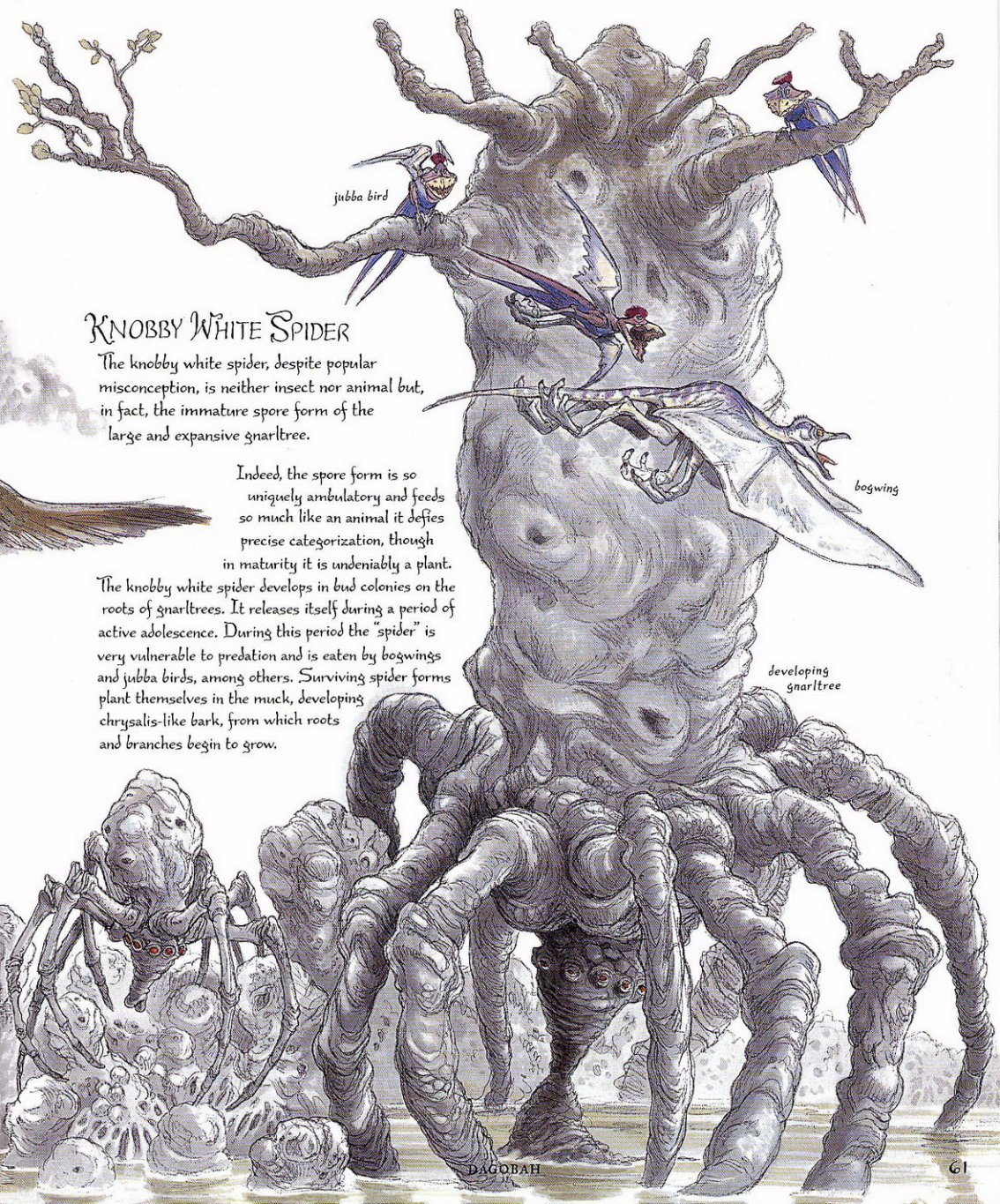


KNOBBY WHITE SPIDER

The knobby white spider, despite popular misconception, is neither insect nor animal but, in fact, the immature spore form of the large and expansive gnarltree.

Indeed, the spore form is so uniquely ambulatory and feeds so much like an animal it defies precise categorization, though in maturity it is undeniably a plant.

The knobby white spider develops in bud colonies on the roots of gnarltrees. It releases itself during a period of active adolescence. During this period the "spider" is very vulnerable to predation and is eaten by bogwings and jubba birds, among others. Surviving spider forms plant themselves in the muck, developing chrysalis-like bark, from which roots and branches begin to grow.



CROSS SECTION OF THE DAGOBAH RAINFOREST



ACCIPIPTERO, the largest of Dagobah's reptavians, preys upon canopy dwellers, rarely venturing to lower levels.

accipiptero mobbed by bogwings protecting their nest

greater bogwing

The **GREATER BOGWING**, a reptavian, feeds upon canopy rodentia in the upper levels. The smaller subspecies, the lesser bogwing, patrols the lower levels.

Many species of rodentia inhabit all levels of the Dagobah rainforest. Two species found at all levels are the leaf-tail and the spade-headed smooka.

Membranous tail aids in balance and camouflage.

cheeks expand to gather cyanoberries

spade-headed smooka head—front view

prehensile tail

lesser bogwing

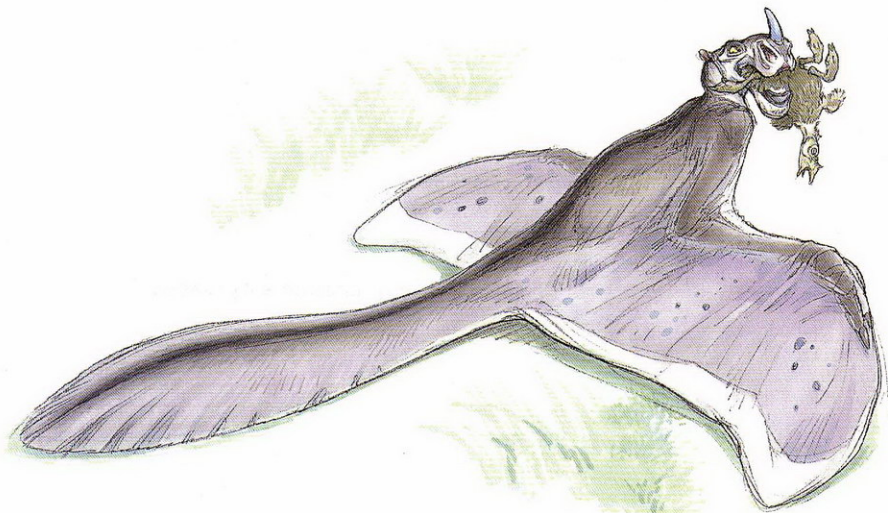
LEAF-TAIL

SPADE-HEADED SMOOKA

Up to five young per litter. Chisels out holes in trees with teeth for nesting purposes. Spade-headed smooka has ulnar skin flaps that stiffen when leaping to affect a glide. Diet includes not only berries and nuts but also bogwings and jubba bird nestlings and their eggs; will also eat unguarded leaf-tail pups.

JUBBA BIRDS—comical reptavians that feed upon flying insects—scoop mud up from banks for construction of nests on sides of branches and trunks.

NABOO: THEEDSIDE



PLANET INFORMATION

TERRAIN: Swamps, Grassland

SPECIES: Humans, Gungans

LANGUAGE: Basic, Gungan

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Royal City of Theed,
Otoh Gunga Underwater City

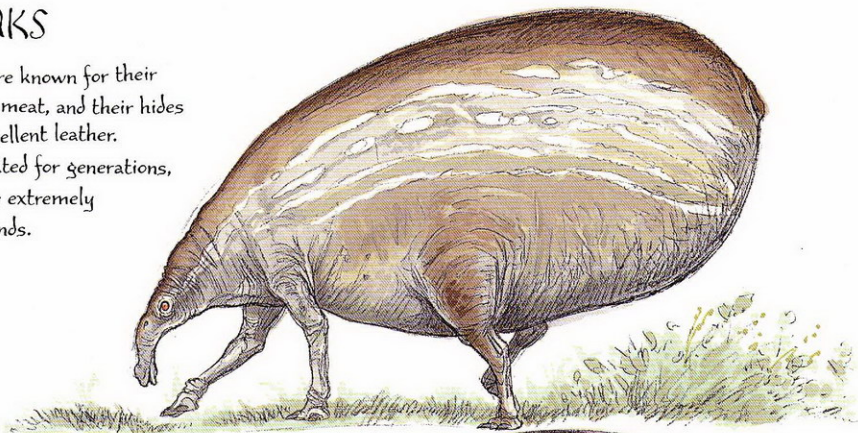
Naboo is a saturated planet orbiting deep inside the Naboo system. Water covers 50 percent of the planet's surface and also penetrates throughout the planet's interior in honeycomb-like networks of subterranean rivers, channels, and oceans. In fact, it is possible to travel through the planet's core entirely in channels of water.

THEED: A city located in the northwestern quadrant of the planet, Theed is the capital of Naboo and is one of the most beautiful places in the galaxy. Gentle rolling hills, lush green meadows that become seasonal carpets of profuse wildflowers, verdant forests, babbling brooks, and deep blue skies characterize this region. The environment is moderate. Though predation does exist, the abundance and comfort of the landscape temper violent competition for survival. Each species appears to live with the others with an instinctive understanding of its place in the cycle of life.

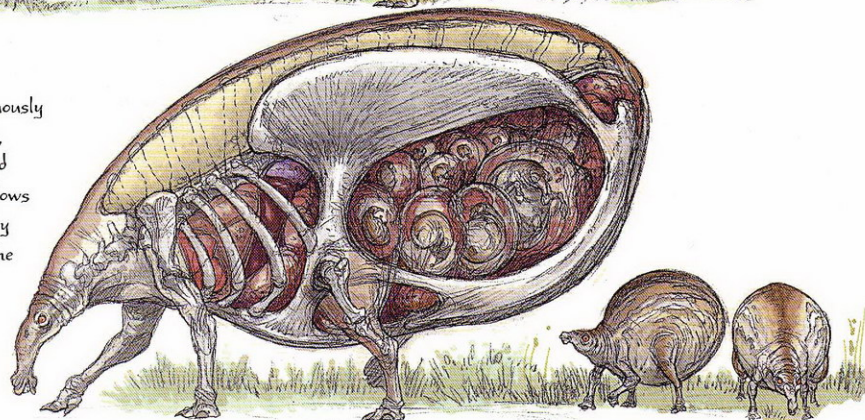
SHAAKS

Shaaks are known for their succulent meat, and their hides make excellent leather.

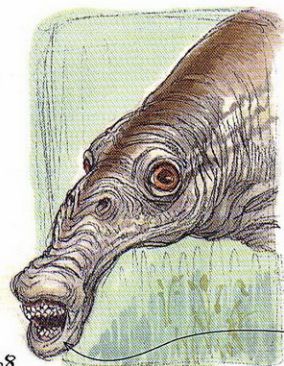
Domesticated for generations, they have extremely simple minds.



Females are continuously pregnant. Unique, compartmentalized uterine system allows for impregnation by different males at the same time.



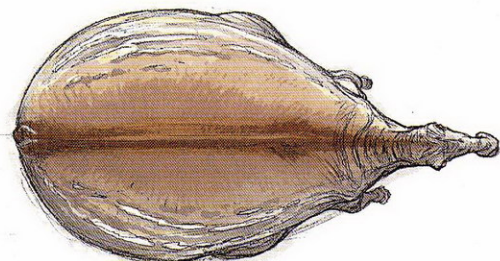
two-week-old young



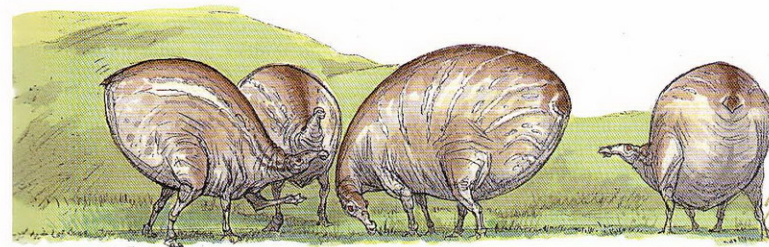
Teeth are scaled for grazing.



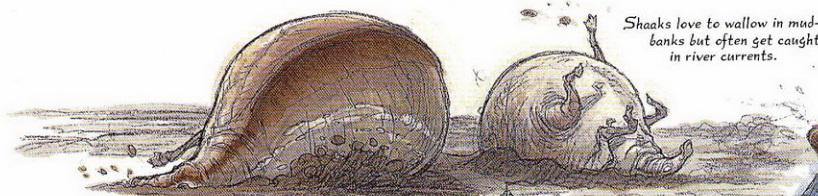
rear view



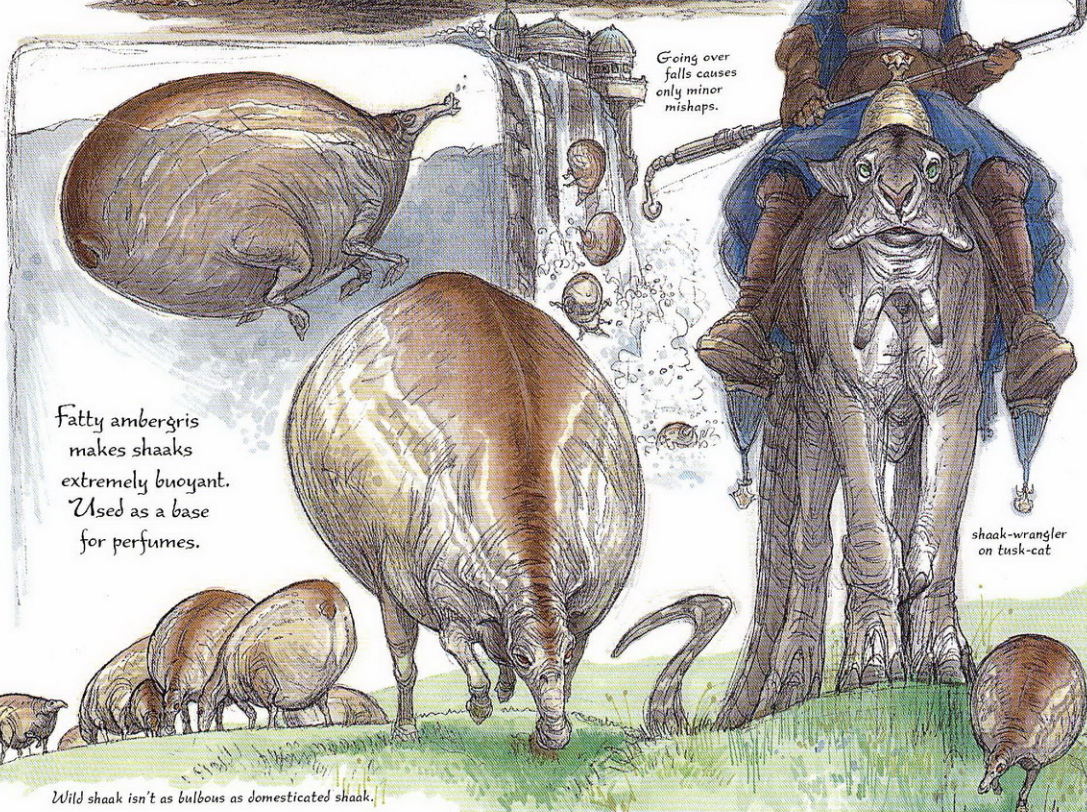
aerial view



Females solicit males for mating.



Shaaks love to wallow in mud-banks but often get caught in river currents.



Going over falls causes only minor mishaps.

Fatty ambergris makes shaaks extremely buoyant. Used as a base for perfumes.

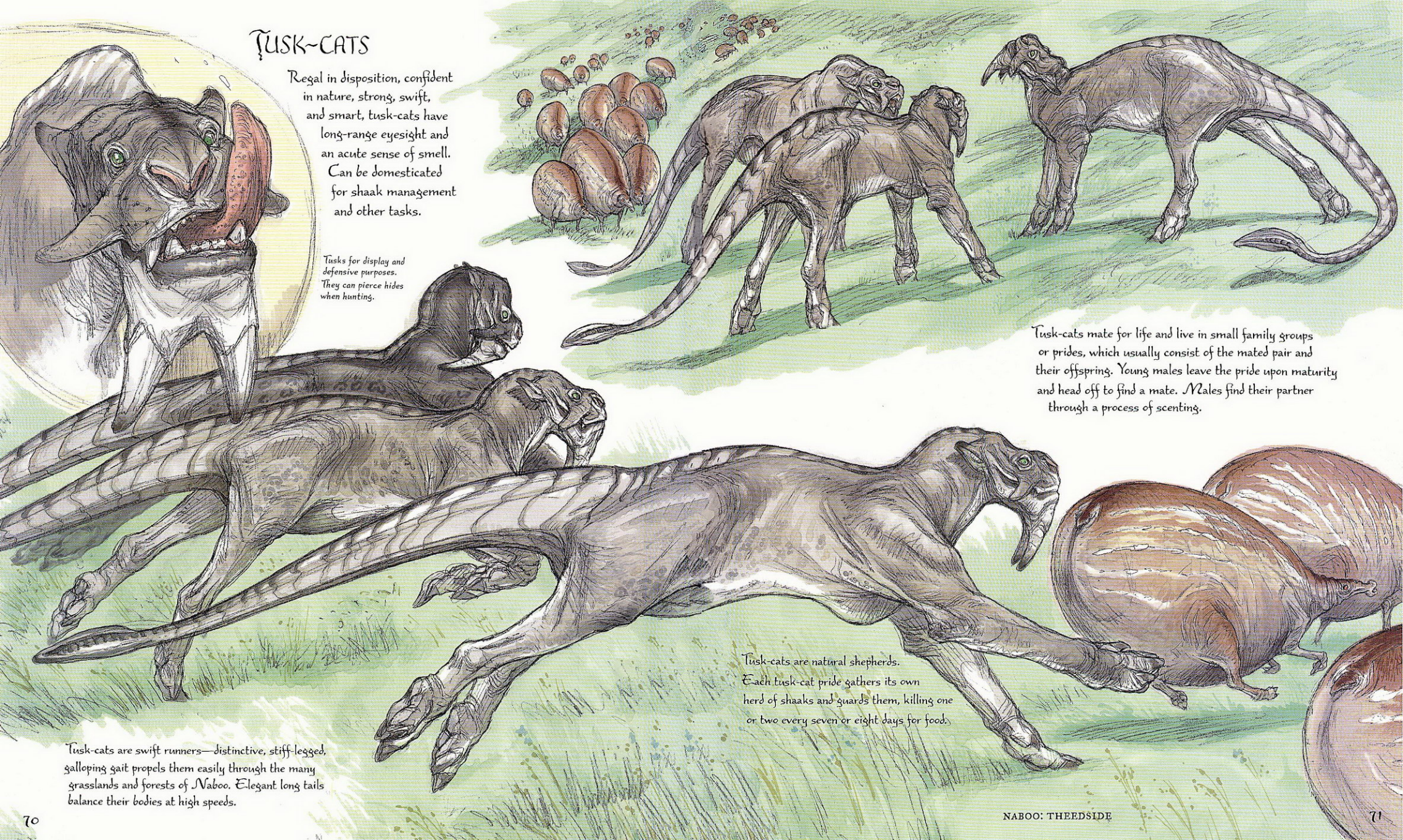
shaak-wrangler on tusk-cat

Wild shaak isn't as bulbous as domesticated shaak.

TUSK-CATS

Regal in disposition, confident in nature, strong, swift, and smart, tusk-cats have long-range eyesight and an acute sense of smell. Can be domesticated for shaak management and other tasks.

Tusks for display and defensive purposes. They can pierce hides when hunting.



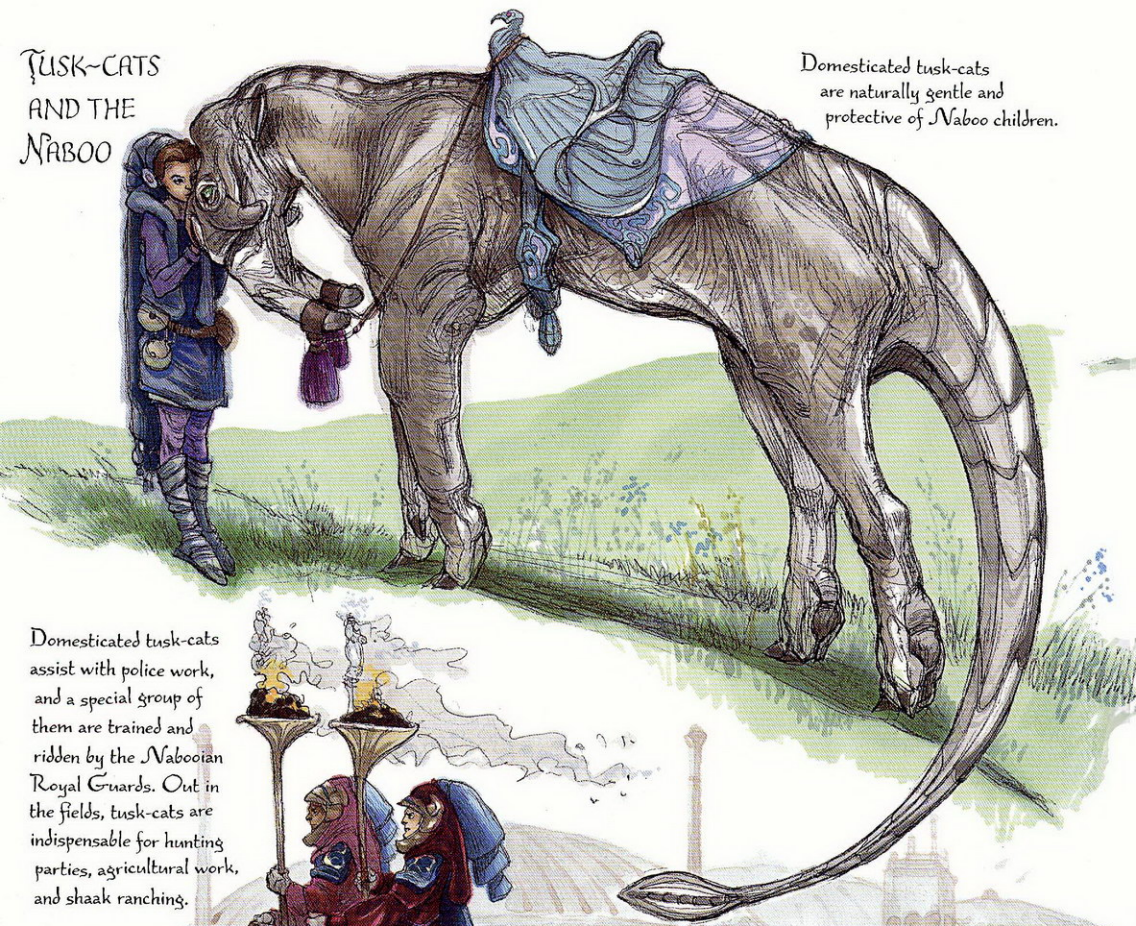
Tusk-cats mate for life and live in small family groups or prides, which usually consist of the mated pair and their offspring. Young males leave the pride upon maturity and head off to find a mate. Males find their partner through a process of scenting.

Tusk-cats are swift runners—distinctive, stiff-legged, galloping gait propels them easily through the many grasslands and forests of Naboo. Elegant long tails balance their bodies at high speeds.

Tusk-cats are natural shepherds. Each tusk-cat pride gathers its own herd of shaaks and guards them, killing one or two every seven or eight days for food.

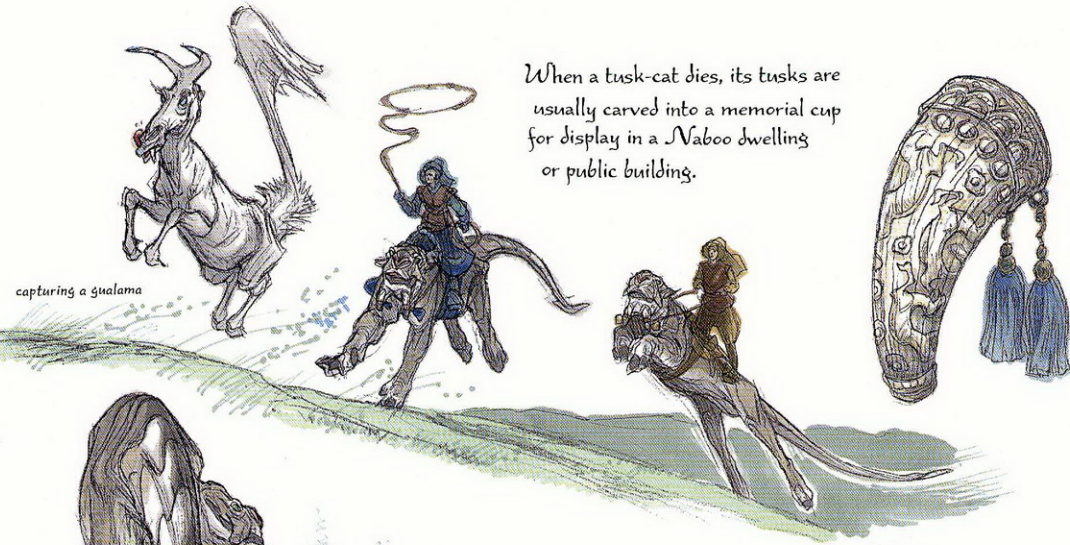
TUSK-CATS AND THE NABOO

Domesticated tusk-cats
are naturally gentle and
protective of Naboo children.



When a tusk-cat dies, its tusks are
usually carved into a memorial cup
for display in a Naboo dwelling
or public building.

capturing a gualama



Domesticated tusk-cats
assist with police work,
and a special group of
them are trained and
ridden by the Nabooian
Royal Guards. Out in
the fields, tusk-cats are
indispensable for hunting
parties, agricultural work,
and shaak ranching.

Tusk-cats are easily domesticated when
raised from cubs but they also adapt
back to the wild if necessary.

female and young

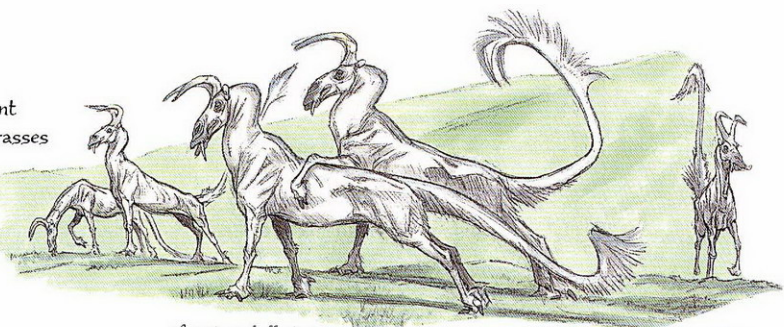


ceremonial parade dress



GUALAMAS

Gualamas are swift and elegant herbivores that feed on wild grasses and flowers. Normally, they live together in herds of up to 25 members. Herds center around a single male that cares for and protects females and young. When a male colt reaches maturity, the patriarch of the herd runs him off. The young male roams the countryside with other "bachelors," who look for mates and wrestle with each other.



A gesture of affection—
a male courts a female.



"Where is the nearest watering hole?"



threatened



mourning



males wrestling



tails raised banner-like in flight

A royal herd exists for the exclusive use of the Queen and her handmaidens. This herd is reverently guarded by tusk-cats.

royal "Twirling" party



GUARLARAS

The most royal of beasts, ridden by monarchy only, domesticated guarlaras are sacred animals, revered on Naboo and memorialized in text and theology. The Queen has a private royal herd to assure bloodlines.

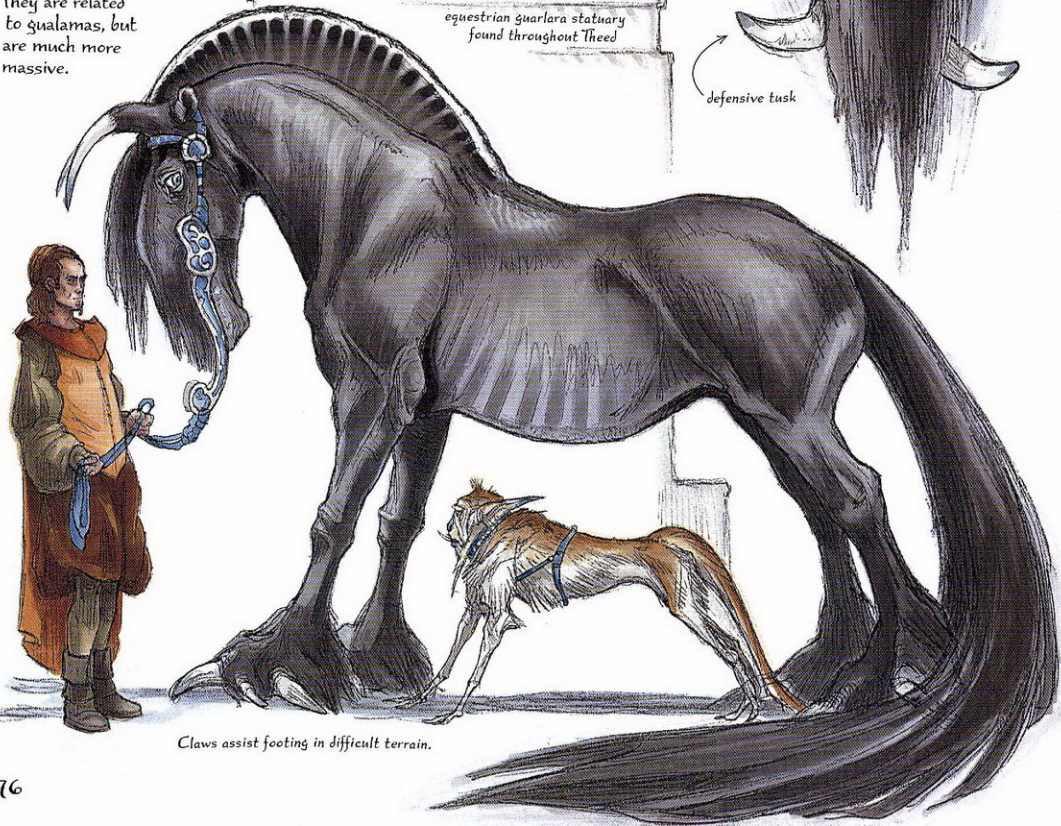
Guarlaras can live up to a hundred years. They are related to qualamas, but are much more massive.



equestrian guarlara statuary found throughout Theed



defensive tusk



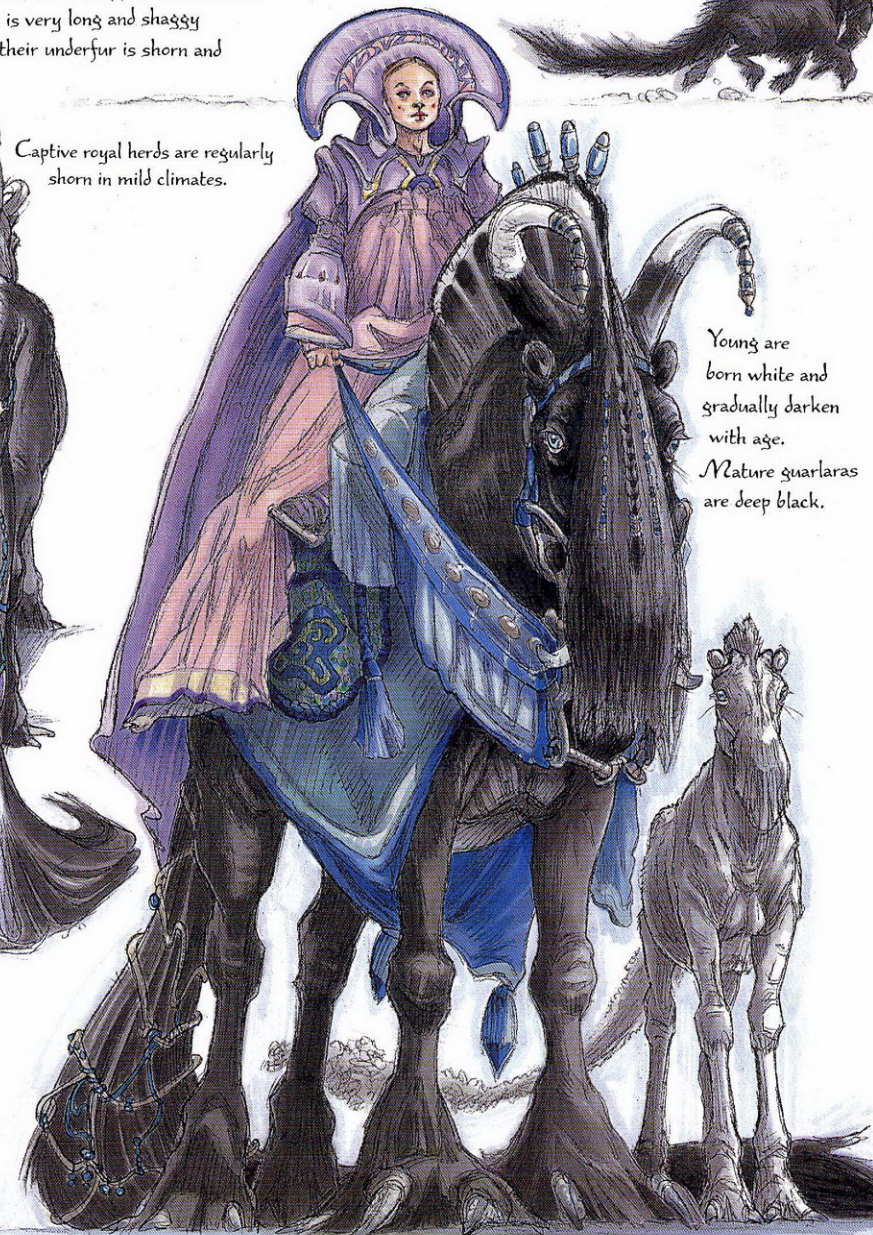
Claws assist footing in difficult terrain.

These beasts originated in the colder, snowier climates of Naboo. Their hair is very long and shaggy in winter; frequently, their underfur is shorn and used for tapestries.

Captive royal herds are regularly shorn in mild climates.



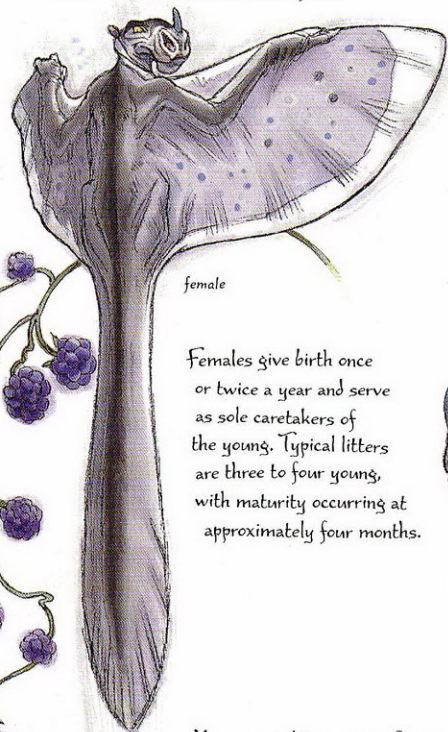
full ceremonial dress



Young are born white and gradually darken with age. Mature guarlaras are deep black.

TWIRRLS

Carnivorous, mammalian falconoids that prey on plains-dwelling avians, small rodents, and waterfowl.



female

Females give birth once or twice a year and serve as sole caretakers of the young. Typical litters are three to four young, with maturity occurring at approximately four months.



detail of a hood for Nabooian falconry

Keen eyesight, precision flying, and extraordinary diving speed make them favorites for sporting and hunting parties. Twirrls have long been used by Nabooian aristocracy.



The twirrl can handle prey surpassing its own size by 10 percent.

Males emit shrill territorial and mating calls.



male

Males stake out territories in the spring and mate with any willing females that pass through.

Diet is supplemented by berries.

GREYSORS



Greysors—carnivorous, four-legged primates—have long been used by the Naboo in hunts and birding parties.

Wild greysors hunt in packs ranging from 2 to 12 individuals. Their main prey are rodents, shaaks, and carrion. They hunt more by sight than smell.

There are several varieties of domesticated greysor—stubtail, bounder, and manadep being most common. Domesticated greysors are usually kenneled; it is unwise to keep greysors and twirrls together.

Females give birth to one offspring at a time, burrowing with them until they are mature (at four to six weeks).



Wild greysors are bothered by fleas.

nonretractable claws adapted for swift running

long tail for aerodynamic balancing

VOORPAKS

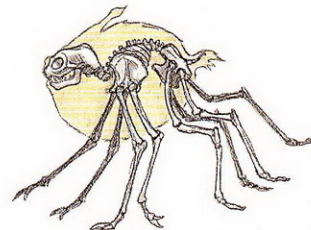
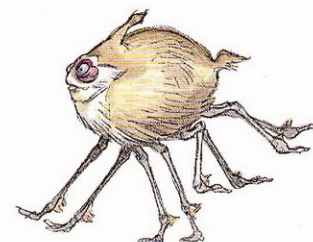
Diminutive carnivores (they eat small rodents, insects, lizards, etc.), voorpaks are much beloved by Nabooian ladies. Despite their beguiling appearance, they are brave, loyal, and can be quite fierce when provoked or frightened. They possess a full set of needle-sharp teeth.

In the wild, they live in small colonies that dot the craggy rock outcroppings of the hill country. They are most active during twilight hours prowling for water and prey.

Voorpaks emit a soothing, cooing purr, which rises to a hum when alarmed. They rest with legs tucked under body to conserve heat. Fur is extremely soft. Voorpaks come into heat once a year. They produce litters of three to five pups.

large eyes for nocturnal vision

ear tufts



Due to the voorpak's light weight, its bone structure can support eight legs with no problem.

For centuries, noblewomen and aristocracy of Naboo have kept voorpaks as mascots and pets, carrying them about in their pockets and sleeves.

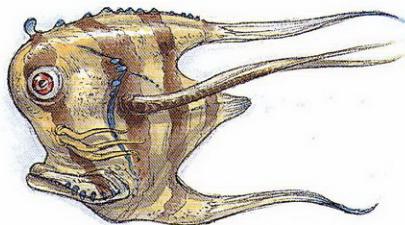
They make excellent hand warmers in the winter. Their pleasant scent is also a much-admired quality.



frightened voorpak

Naboo queen

NABOO: THE ABYSS



PLANET INFORMATION

TERRAIN: Swamps, Grassland

SPECIES: Humans, Gungans

LANGUAGE: Basic, Gungan

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Royal City of Theed,
Otoh Gunga Underwater City

The Abyss is the general name used for the labyrinthian system of seas and waterways that begin on Naboo's surface and permeate its core. Though much of the water is placid and cool, there are dangerous pocket currents created when fiery blasts from the planet's core heat the water to high temperatures. Extreme caution must be used when traveling in the honeycomb-like passageways of the inner planet. One can easily get lost—or consumed by any number of creatures. The following scenes were captured only because the artist offered to paint the portraits of key Gungan officials, resulting in the loan of a sturdy underwater taxi and a (fairly) courageous navigator.

There are multitudes of creatures that have adapted quite well to this marvelous place. Many species have bioluminescent patterns or patches on their skin, which help them identify themselves to others, locomote in the dark, and attract prey. Others have sophisticated ocular abilities to help them illuminate the darkness. Most are cold-blooded or have developed surface-area-to-body mass ratios that allow them to preserve heat and ration energy. It is doubtful that we have discovered even half of the incredible species that live in this dark, forbidding terrain, and one hopes for more research in the near future.

The *LAA*, with its long snout and short, sharp teeth, has adapted to eating yobshrimp.

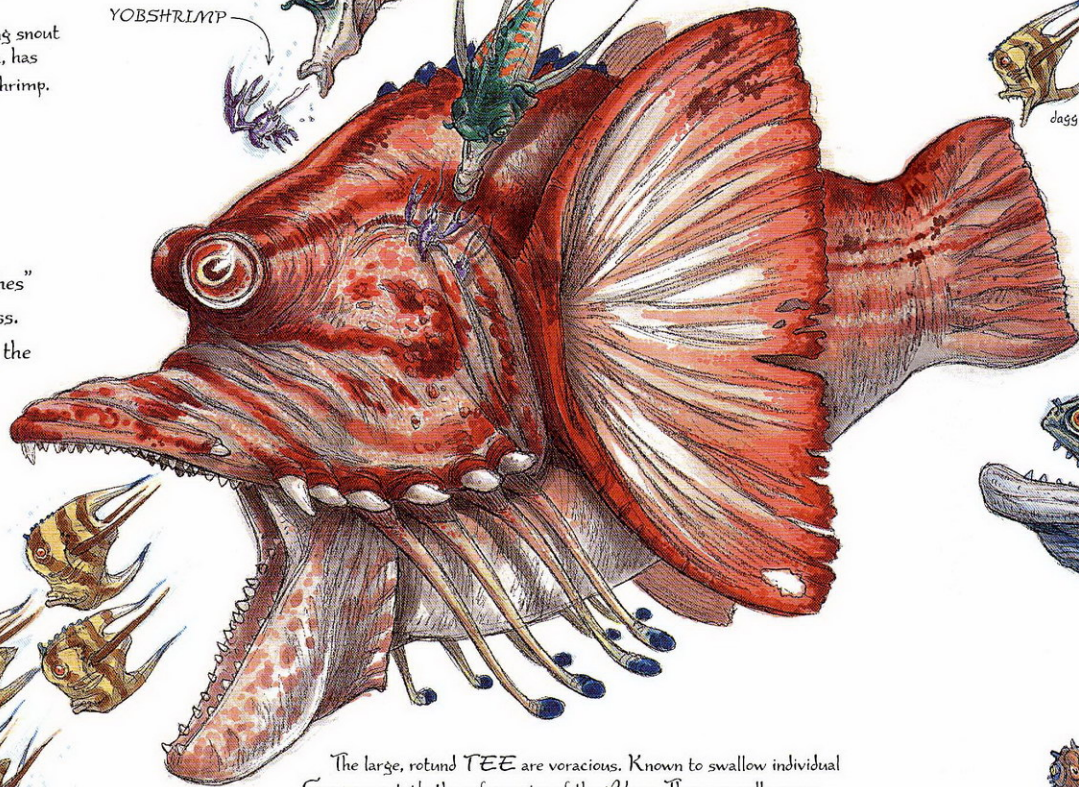
FISHES

A myriad of "fishes" inhabit the Abyss. Here are a few of the most prominent.



YOB SHRIMP

phosphorescent tip



The large, rotund *TEE* are voracious. Known to swallow individual Gungans outside the safer region of the Abyss. They generally move quite slowly but are capable of quick bursts of speed when chasing prey. They are "parasitized" by yobshrimp, which inhabit their gills; they therefore do not harm laa, which pick out the yobshrimp.

DAGGERTS, the most plentiful of all, live in schools of thousands. Daggerts provide food for many underwater predators.

binocular vision



daggert trying to distract tee

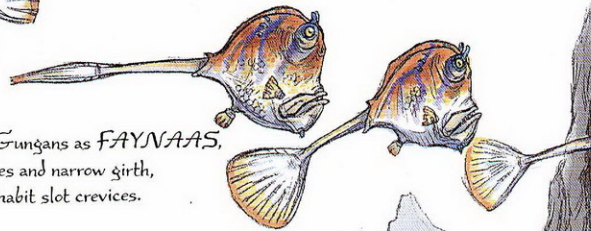


RAYS are swift swimming, fairly large fish. Found in the Abyss, but favor open waters and surface oceans. Considered a sport fish by Gungans.

Crescent-shaped caudal fin for fast swimming and spectacular leaping.

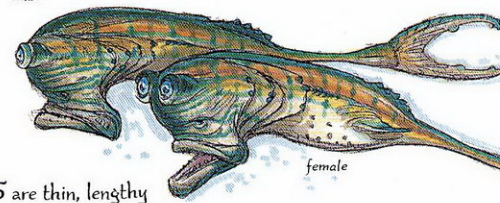


FAAS, known by the Gungans as *FAYNAAS*, have stiff, armored bodies and narrow girth, which allow them to inhabit slot crevices.



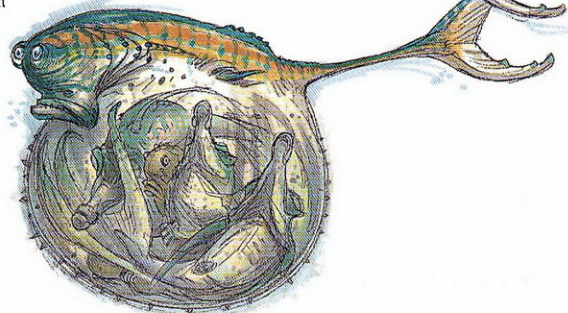
NABOO: THE ABYSS

male



female

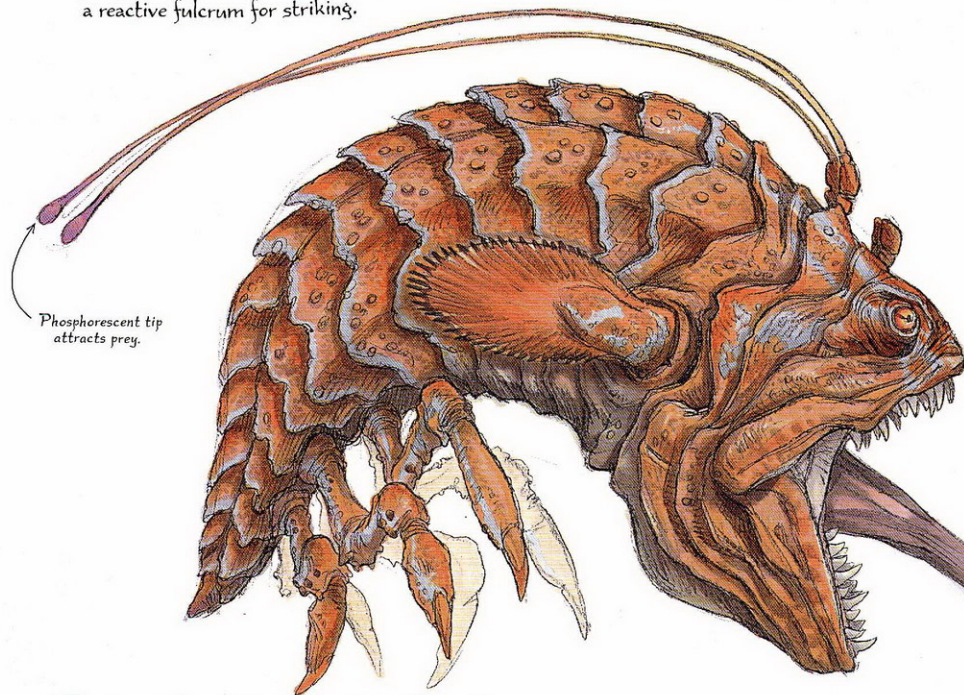
SEES are thin, lengthy fish. Its stomach can expand to accommodate several prey, including those as large as itself.



Males and females differ in color.

OPEE SEA KILLER

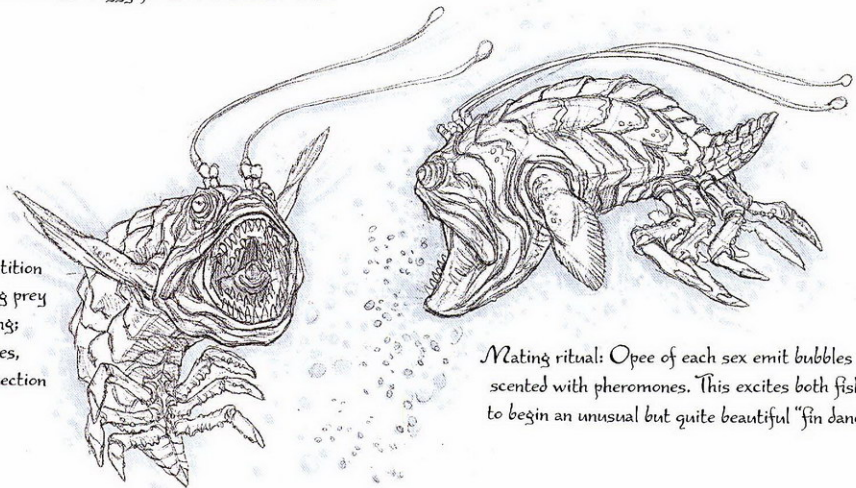
The opee sea killer is a large, deep-dwelling zoological curiosity—part fish and part crustacean. Its flexible, armor-like exoskeleton provides both protection and a reactive fulcrum for striking.



Phosphorescent tip attracts prey.

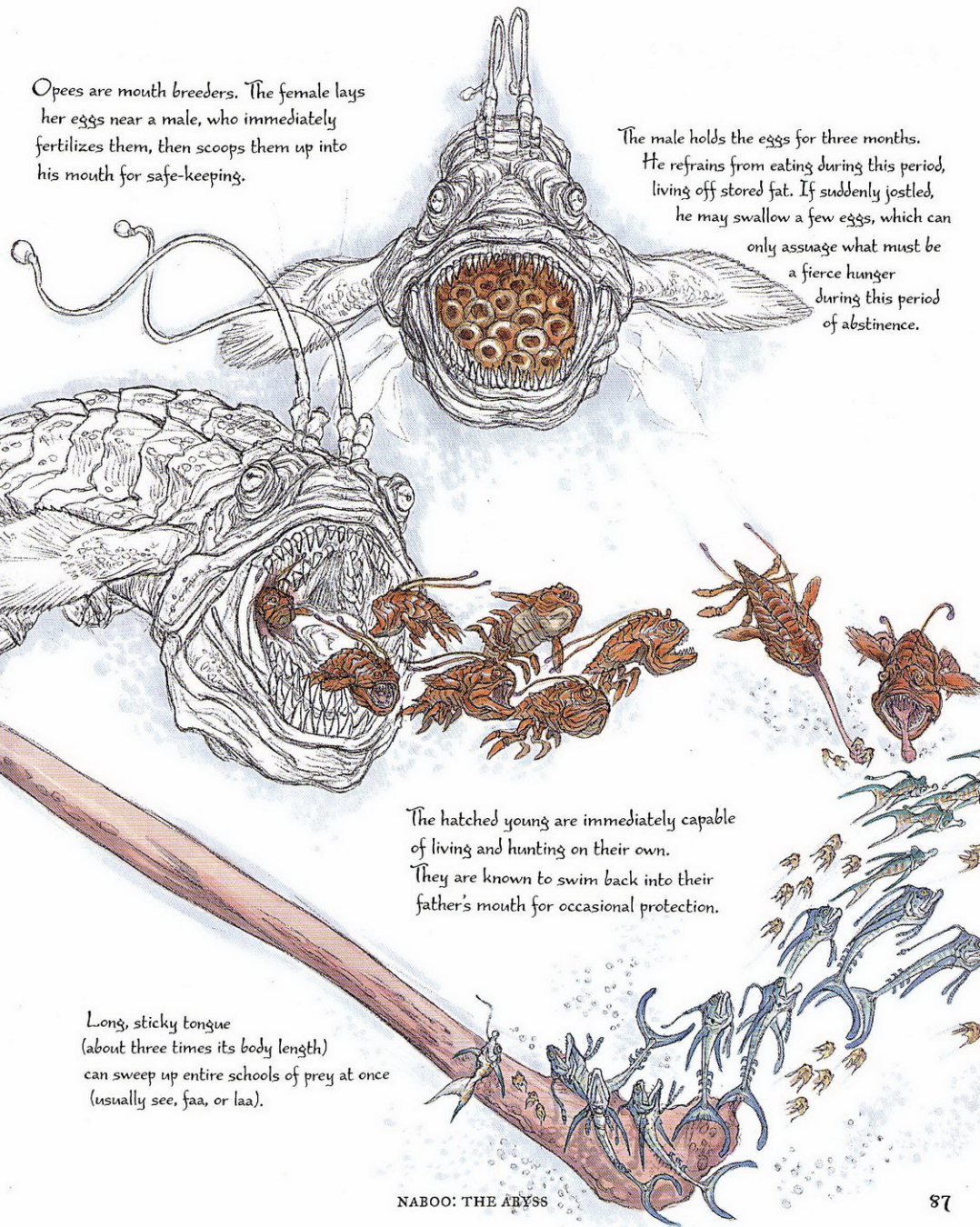
Claws are used mainly for self-propulsion. Also used to crawl across craggy floors or between rocks.

Double dentition for impaling prey and shredding; also, in males, for the protection of eggs.



Mating ritual: Opee of each sex emit bubbles scented with pheromones. This excites both fish to begin an unusual but quite beautiful "fin dance."

Opees are mouth breeders. The female lays her eggs near a male, who immediately fertilizes them, then scoops them up into his mouth for safe-keeping.



The male holds the eggs for three months. He refrains from eating during this period, living off stored fat. If suddenly jostled, he may swallow a few eggs, which can only assuage what must be a fierce hunger during this period of abstinence.

The hatched young are immediately capable of living and hunting on their own. They are known to swim back into their father's mouth for occasional protection.

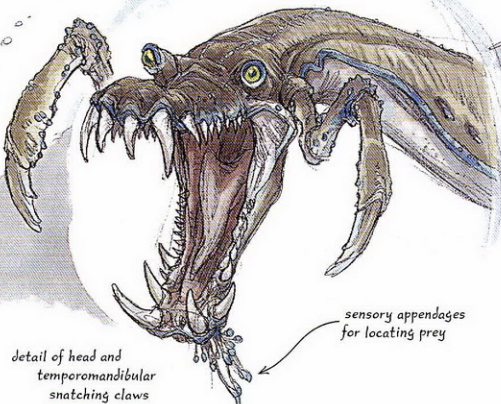
Long, sticky tongue (about three times its body length) can sweep up entire schools of prey at once (usually see, faa, or laa).

COLO CLAW FISH

The colo claw fish is the Abyss's second-largest predator—a huge, eel-like fish with incredible scissor-hinged snapping jaws and giant foreclaws that help snatch, hold, and crush prey.



delectable baby opee—
all ready to eat



detail of head and
temporomandibular
snatching claws

sensory appendages
for locating prey

Temporomandibular claws
help push prey down gullet.

swallowing

Stomach expands to accommodate tremendous amounts of food. After such a meal, the colo doesn't need to eat for several months and hibernates in its tunnel.

Indiscriminately voracious, colos have been known to swallow opee hatchlings alive, which chew their way out of the claw fish, killing it.

The colo's intimidating body is illuminated with natural phosphorescence. Other creatures flee in fear when they see it approaching. The colo's underside is comprised of many fins that help it propel at quick, snake-like speeds.

Dwells in underwater caverns and tunnels.

Female lays numerous eggs in a burrow she shares with her mate; she must chase male off before the young hatch or the male colo will devour them.

Colo young are extremely vulnerable when born, and many are eaten before maturity by various predators, like tee.

Eggs hang
by tendrils in
the burrow.

SANDO AQUA MONSTER

The most feared and mysterious of all Nabooian creatures, legendary to the point of being mythical, this aquatic mammal patrols both the subterranean seas of the inner planet and the larger open oceans of the surface.

Size comparison with common prey:



colo claw fish



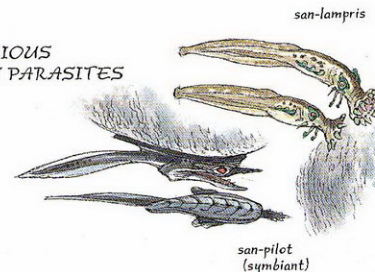
opee sea killer



Gungan sub or bongo

nursing sando

VARIOUS SKIN PARASITES



san-lampris

san-pilot (symbiant)

female

Males can grow to over 200 meters, females at least 150 meters. Their lifespan is unknown, but estimates are several hundred years. During a sinuous mating dance, they emit purring noises. Each female has a single young per birth, which nurses up to one year.

Due to Gungan engineers' defense shields, sandos bypass Gungan cities. They have been reported to breach the swamp surface to attack and decimate entire herds of unsuspecting fambaas and falumpasets.

Although gilled, the sando may possess lungs as well; unsubstantiated reports of one seen resting on a sandbar above water.

Graceful and feline in nature, it hunts by stealth and surprise. It uses its gargantuan, fluked tail to strike without

warning and then vanishes just as quickly. Eyesight is keen, claws and teeth are razor sharp.

This mammal rests 90 percent of the time on underwater outcroppings while digesting, expending as little energy as possible.

underwater mating "dance"



NABOO: THE GUNGAN SWAMP



PLANET INFORMATION

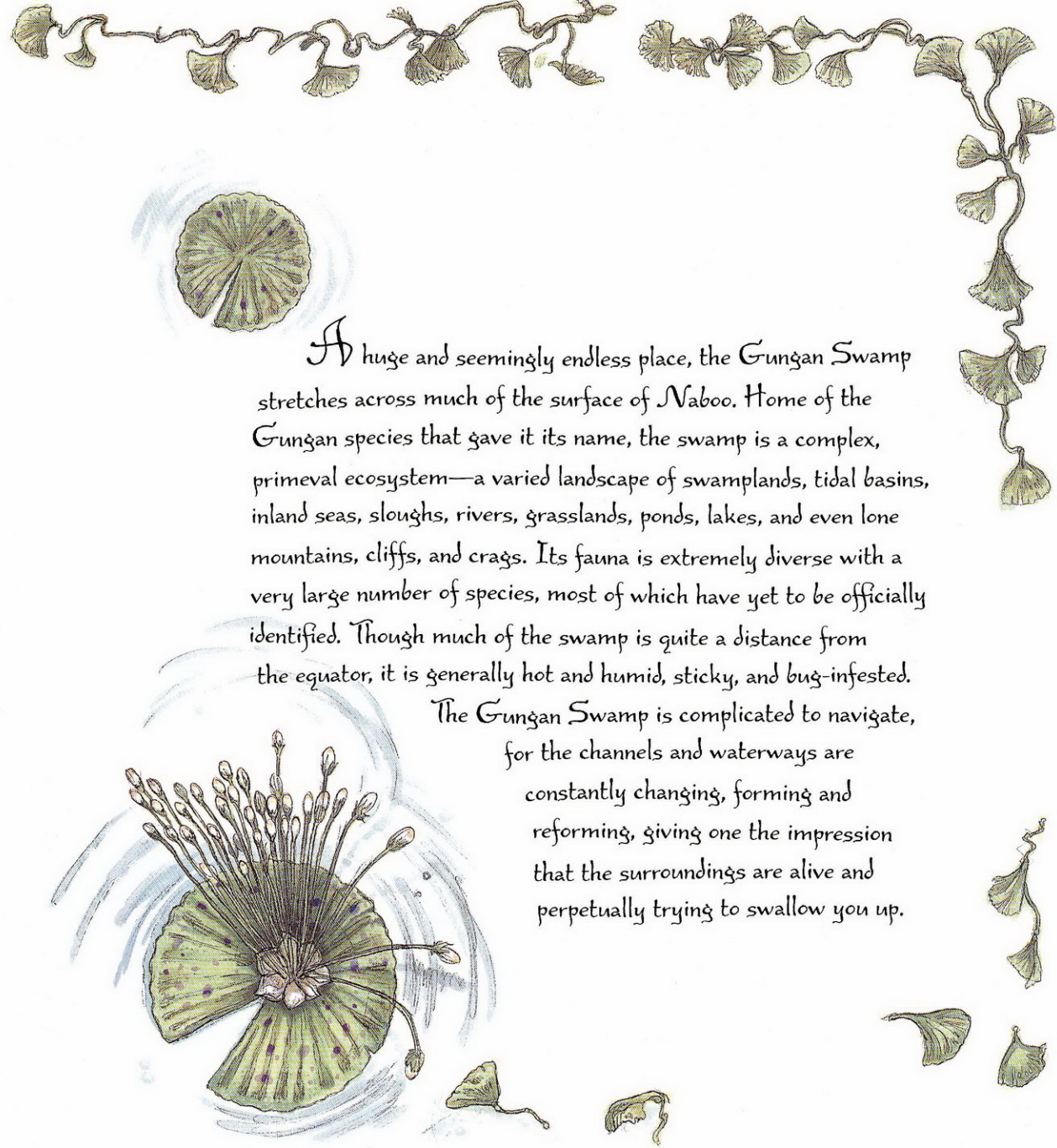
TERRAIN: Swamps, Grassland

SPECIES: Humans, Gungans

LANGUAGE: Basic, Gungan

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Royal City of Theed,
Otoh Gunga Underwater City



A huge and seemingly endless place, the Gungan Swamp stretches across much of the surface of Naboo. Home of the Gungan species that gave it its name, the swamp is a complex, primeval ecosystem—a varied landscape of swamplands, tidal basins, inland seas, sloughs, rivers, grasslands, ponds, lakes, and even lone mountains, cliffs, and crags. Its fauna is extremely diverse with a very large number of species, most of which have yet to be officially identified. Though much of the swamp is quite a distance from the equator, it is generally hot and humid, sticky, and bug-infested.

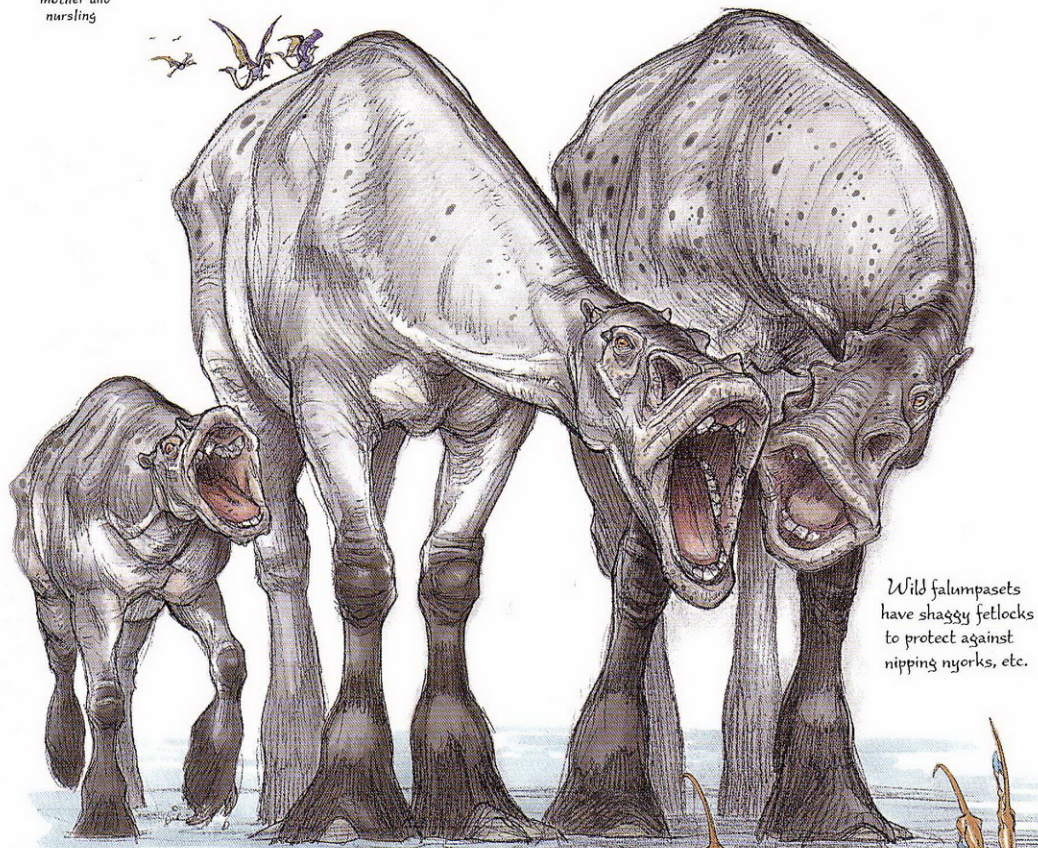
The Gungan Swamp is complicated to navigate, for the channels and waterways are constantly changing, forming and reforming, giving one the impression that the surroundings are alive and perpetually trying to swallow you up.



mother and nursing

FALUMPASETS

Falumpasets are large herbivores that roam the swamps in family groups containing one bull and four to seven cows and their young. Long, stilt-like legs are excellent for wading. They are also excellent swimmers.



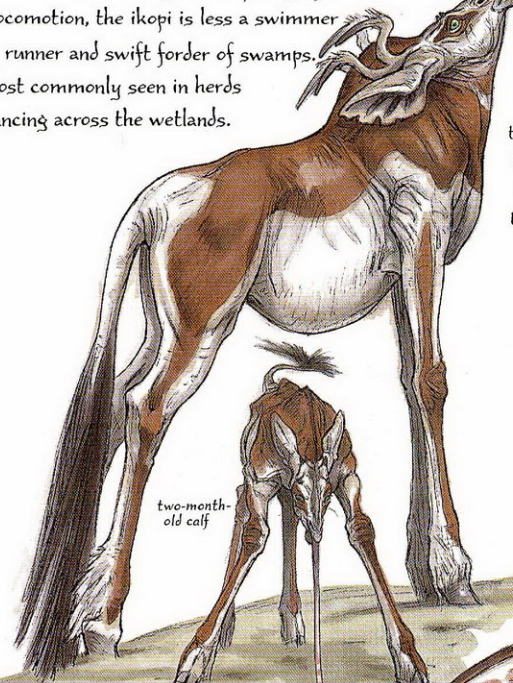
Wild falumpasets have shaggy fetlocks to protect against nipping nyorks, etc.

Falumpasets engage in twilight and dawn bellowing.

IKOPI

Tallish mammal with long, telescopic legs for fast locomotion, the ikopi is less a swimmer than a runner and swift forder of swamps.

Most commonly seen in herds prancing across the wetlands.

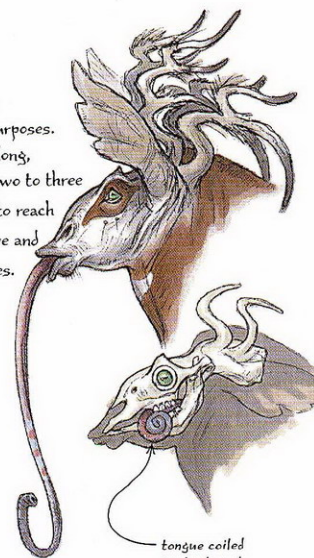


two-month-old calf

They have short necks, possibly for defensive purposes. They compensate with long, tube-like tongues (about two to three times their head length) to reach and grasp food high above and to drink water below knees.

hollow tongue for sucking water or nectar like a straw

tongue coiled in cheek sack



TERAZOD

Terazods are large, friendly, semi-aquatic mammals that graze along swamp bottoms and nap upon moist sandbanks.



MOTTS

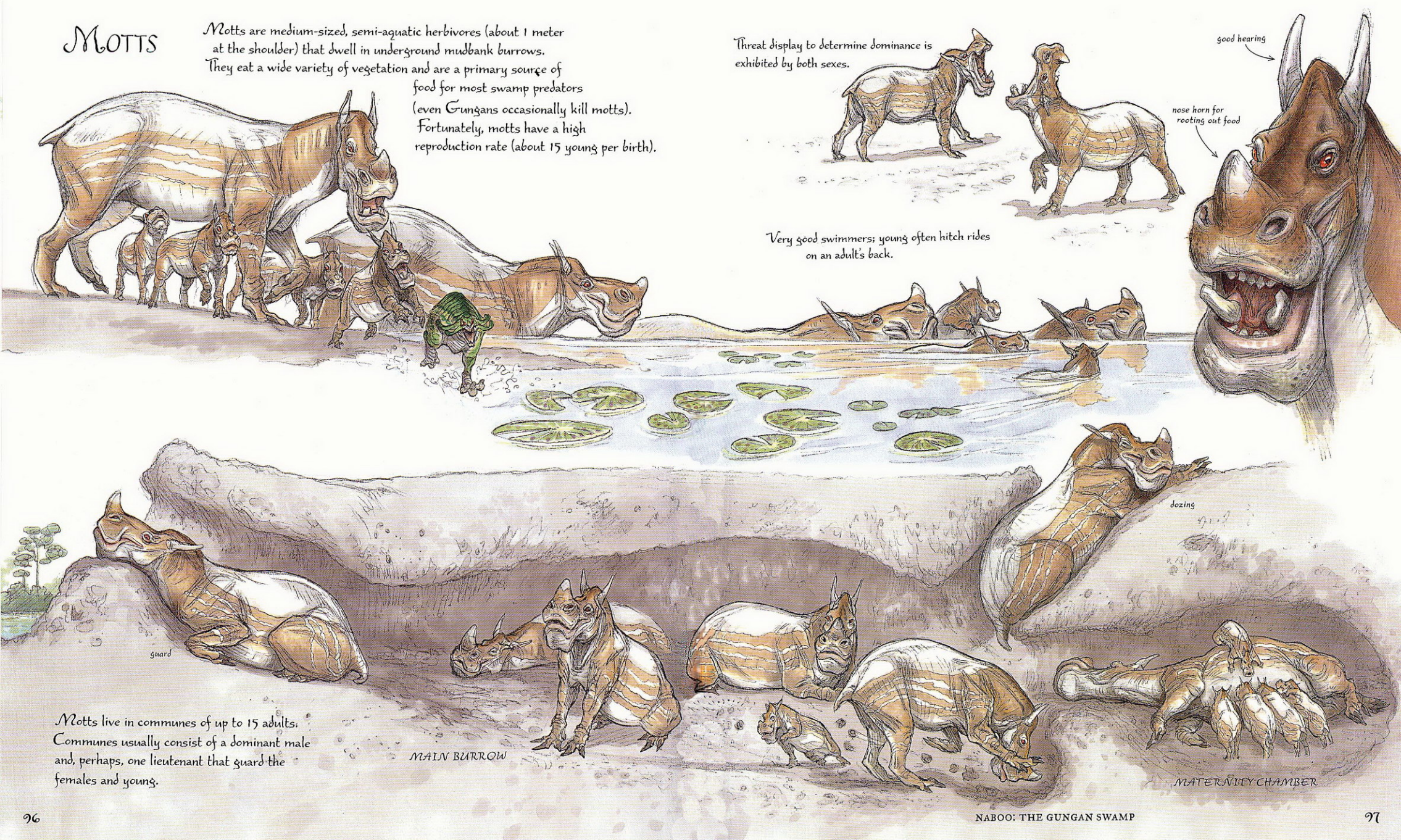
Motts are medium-sized, semi-aquatic herbivores (about 1 meter at the shoulder) that dwell in underground mudbank burrows. They eat a wide variety of vegetation and are a primary source of food for most swamp predators (even Gungans occasionally kill motts). Fortunately, motts have a high reproduction rate (about 15 young per birth).

Threat display to determine dominance is exhibited by both sexes.

good hearing

nose horn for rooting out food

Very good swimmers; young often hitch rides on an adult's back.



Motts live in communes of up to 15 adults. Communes usually consist of a dominant male and, perhaps, one lieutenant that guard the females and young.

MAIN BURROW

MATERNITY CHAMBER

PEKO~PEKO

Peko-pekos are large, strong reptavians whose great raucous squawks carry over long distances.

Can congregate in large flocks but generally travel in pairs and mate for life. Male and female are the same size.

Beautiful indigo-sapphire plumage can be seen on both sexes.

powerful wings

underside

Skin is fairly toxic.

Most animals leave peko-pekos alone as toxins cause sharp stomach pains, vomiting, and occasional deaths. Not all animals are susceptible, however.



Powerful beak crushes the hardest of nuts.

Also eats kaadu eggs and small creatures.

Certain nuts and seeds will not germinate unless they pass through the peko-pek's gastrointestinal system.

keen eyesight

Clawed wings help in climbing.

Skilled mimics, they imitate perfectly the sounds of many other animals. Easily taught to talk in captivity, they are a favorite pet of both Gungans and Naboo.

They nest in the high hollows of trees. Female lays two eggs at a time. Both partners care for hatchlings.

detail of skeleton

PIKOBIS Fast-moving, flightless reptavians, pikobis specialize in fishing and probing through the mud for small prey (gullipuds, nyorks, jaggerts, small crustaceans, etc.). Waders and runners, they can cover long distances quickly both in and out of the water. Long, pointed beaks lined with sharp teeth are used to spear and hold onto slippery prey.

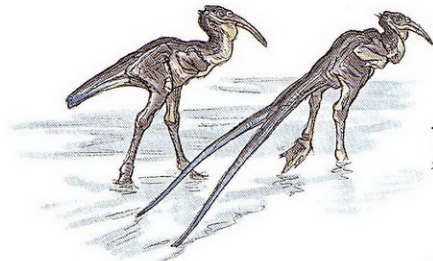


long tail for balance during running

Uses large, webbed feet to create shadowy areas, which attract fish.

Swallows prey live in one gulp.

Can shed tail when attacked. Tail grows back quickly, sometimes forked. Amazing regenerative powers. Scientists are studying the pikobis for medical purposes. Travel in pairs or groups of five to six. Lay eggs in sand. Young can walk and swim upon birth.



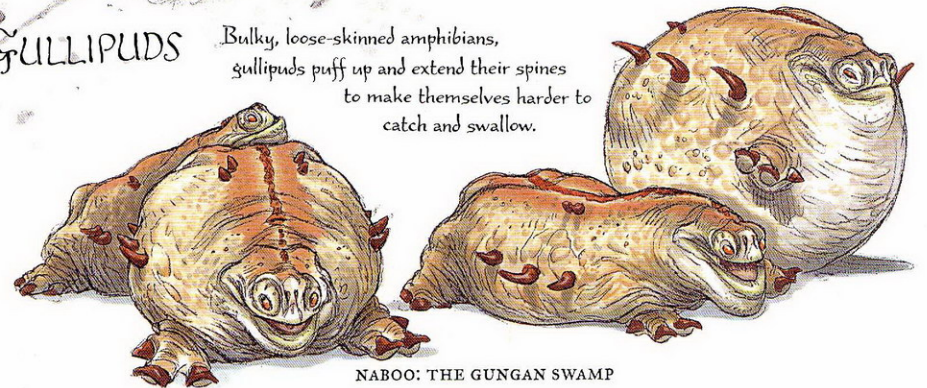
keen eyesight

external ears—different from most reptavians

Actually bounce when inflated. Gungans use excited gullipuds to play "gulliball."

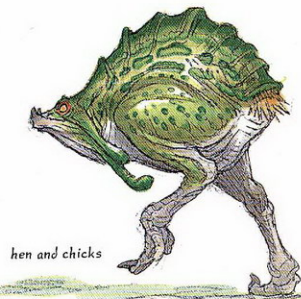
GULLIPUDS

Bulky, loose-skinned amphibians, gullipuds puff up and extend their spines to make themselves harder to catch and swallow.



NUNA

Also known as the "swamp turkey," the nuna is a common, flightless reptavian that's highly fecund. Species include the common nuna and the dwarf nuna. Native to the swamps of Naboo, nunas have been exported all around the galaxy for use as pets, meat, egg layers, or curiosities. Legendary for their stupidity and curiosity—have been known to wander onto and accidentally stow away on visiting spacecraft.



hen and chicks



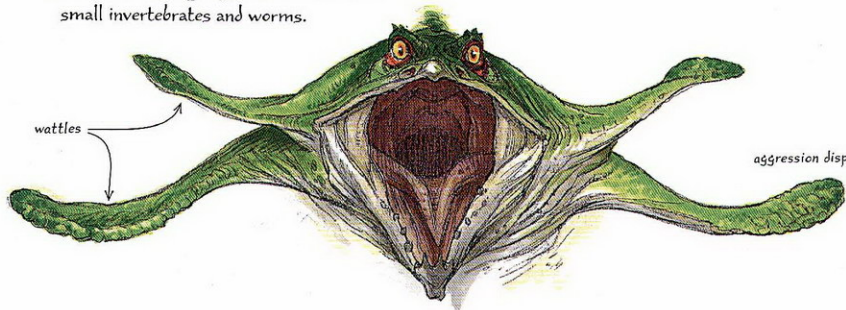
Male displays aggression with inflated wattles and hissing.



submissive pose



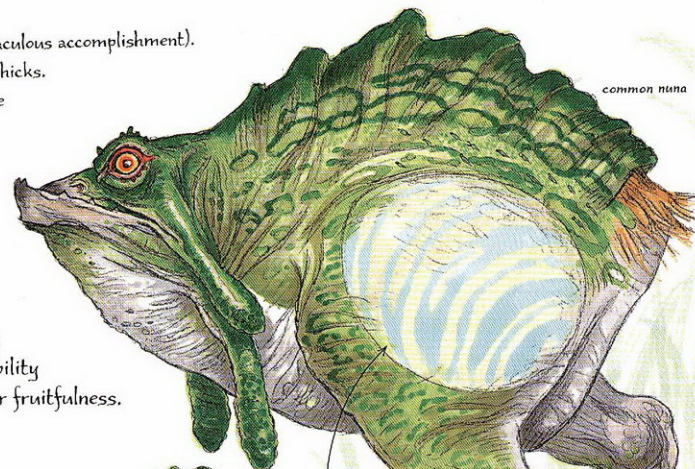
Clawed feet scratch in and under brush. Nunas are mainly vegetarian but will eat small invertebrates and worms.



wattles

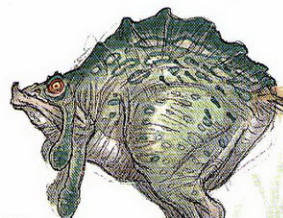
aggression display and hiss

Female lays one huge egg (a near miraculous accomplishment). This egg contains up to 10 developing chicks. Outer temperature seems to influence sexual determination of the eggs.



common nuna

Nunas are heavily preyed upon but flourish due to their fast running, ability to adapt, disease resistance, and sheer fruitfulness.



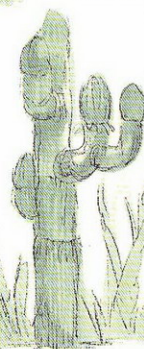
dwarf nuna



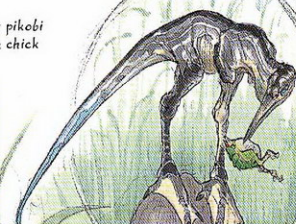
common nuna chick

size of egg just prior to laying

Female assists chicks in hatching.

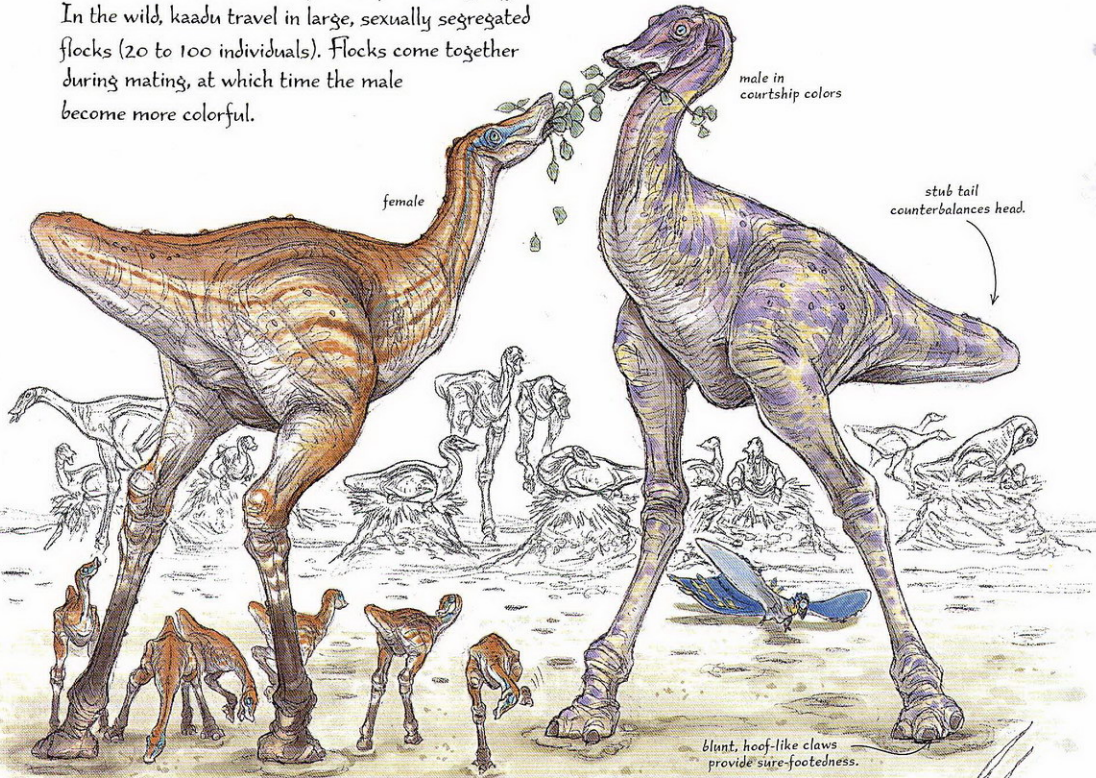


predatory pikobi with nuna chick

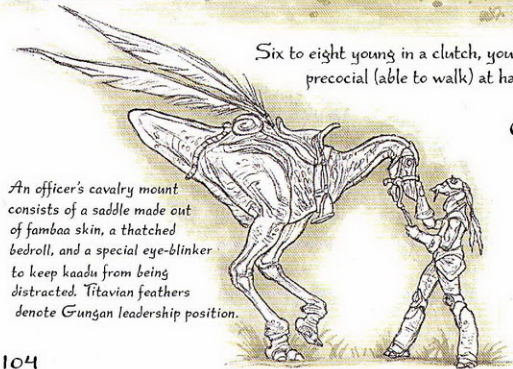


KAADU

This large, flightless reptavian has ungainly, awkward movements but is renowned for its speed and agility. In the wild, kaadu travel in large, sexually segregated flocks (20 to 100 individuals). Flocks come together during mating, at which time the male become more colorful.

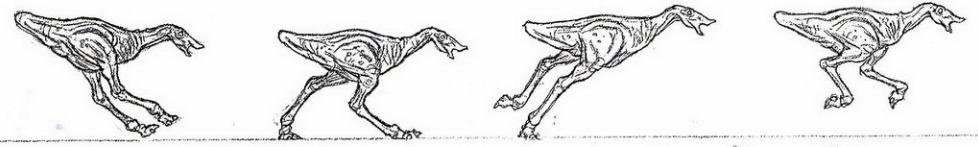


Six to eight young in a clutch, young fully precocial (able to walk) at hatching.

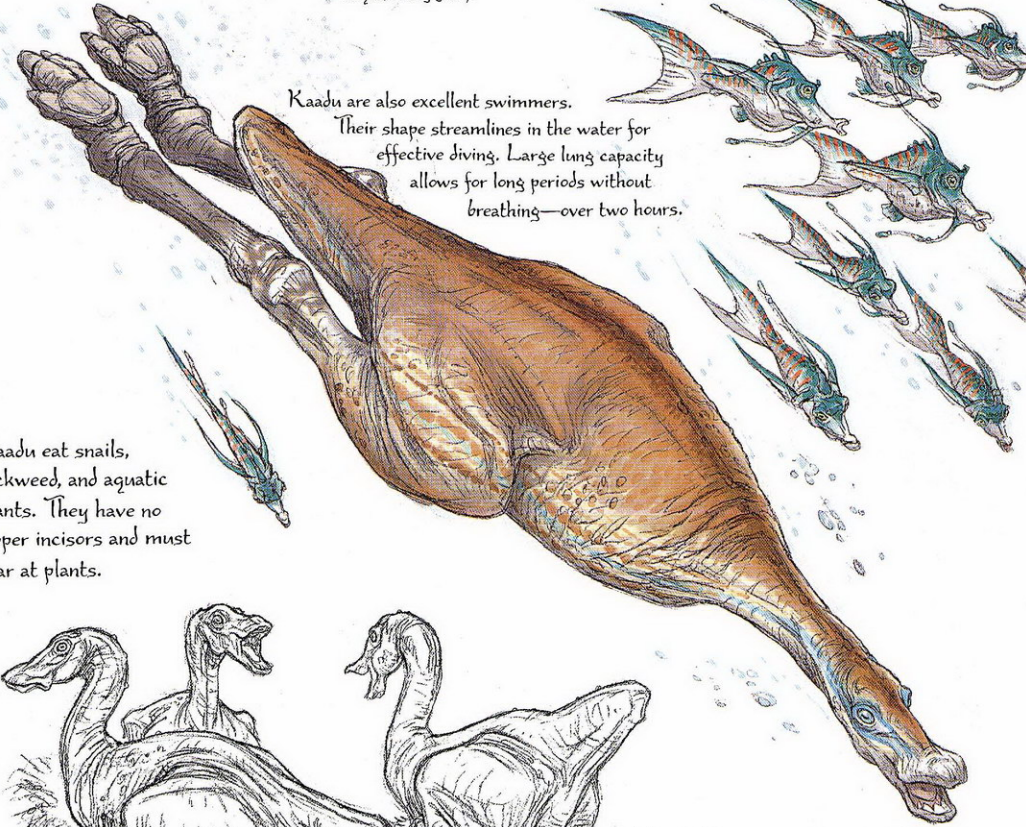


Often domesticated, kaadu are the primary riding beast of the Gungans. Gungans raise kaadu from the egg, creating a lifelong bond. Kaadu are kept in underwater stables attached to bubble-city shells.

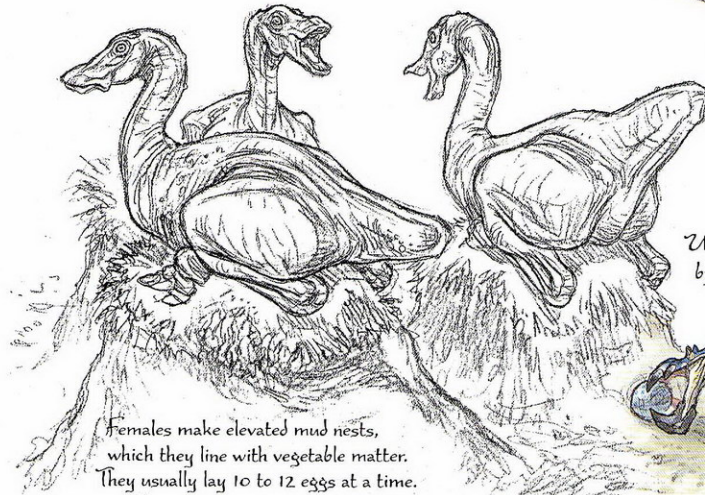
an embarrassing moment for Gungan riders—the kaadu bucks



unique, rotary gallop



Kaadu eat snails, tlickweed, and aquatic plants. They have no upper incisors and must tear at plants.

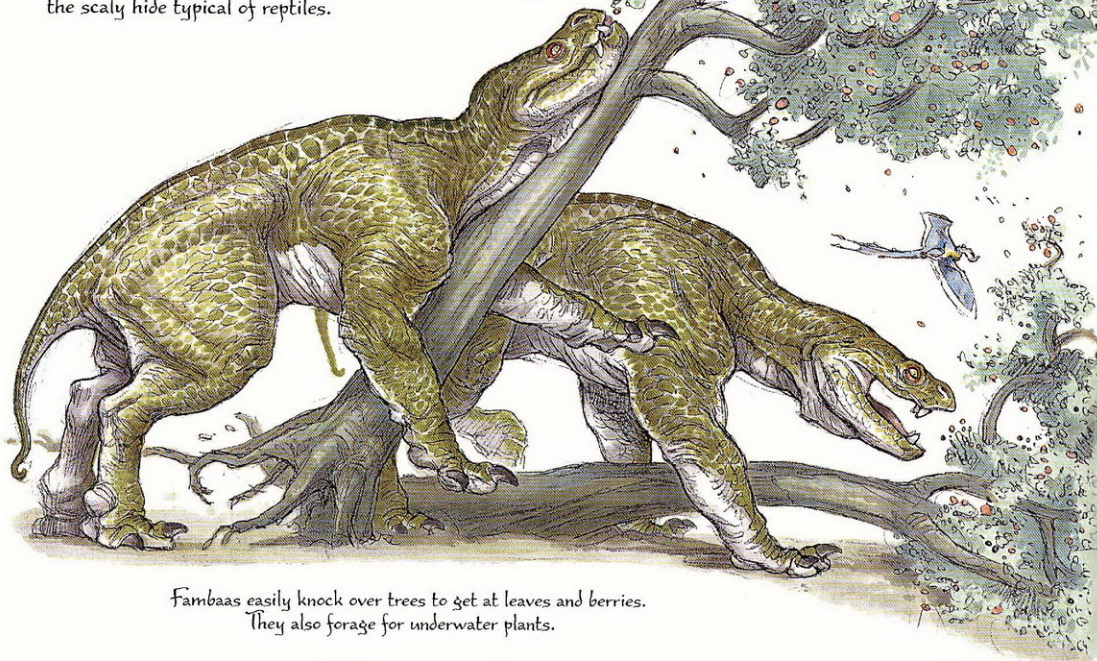


Unattended eggs are often snatched by opportunistic peko-pekos.



FAMBAA

The largest terrestrial herbivores of the swamp, fambaas are technically amphibians but have the scaly hide typical of reptiles.



Fambaas easily knock over trees to get at leaves and berries. They also forage for underwater plants.

lifesize egg with embryo



feathery gills



newly hatched young, or larvae

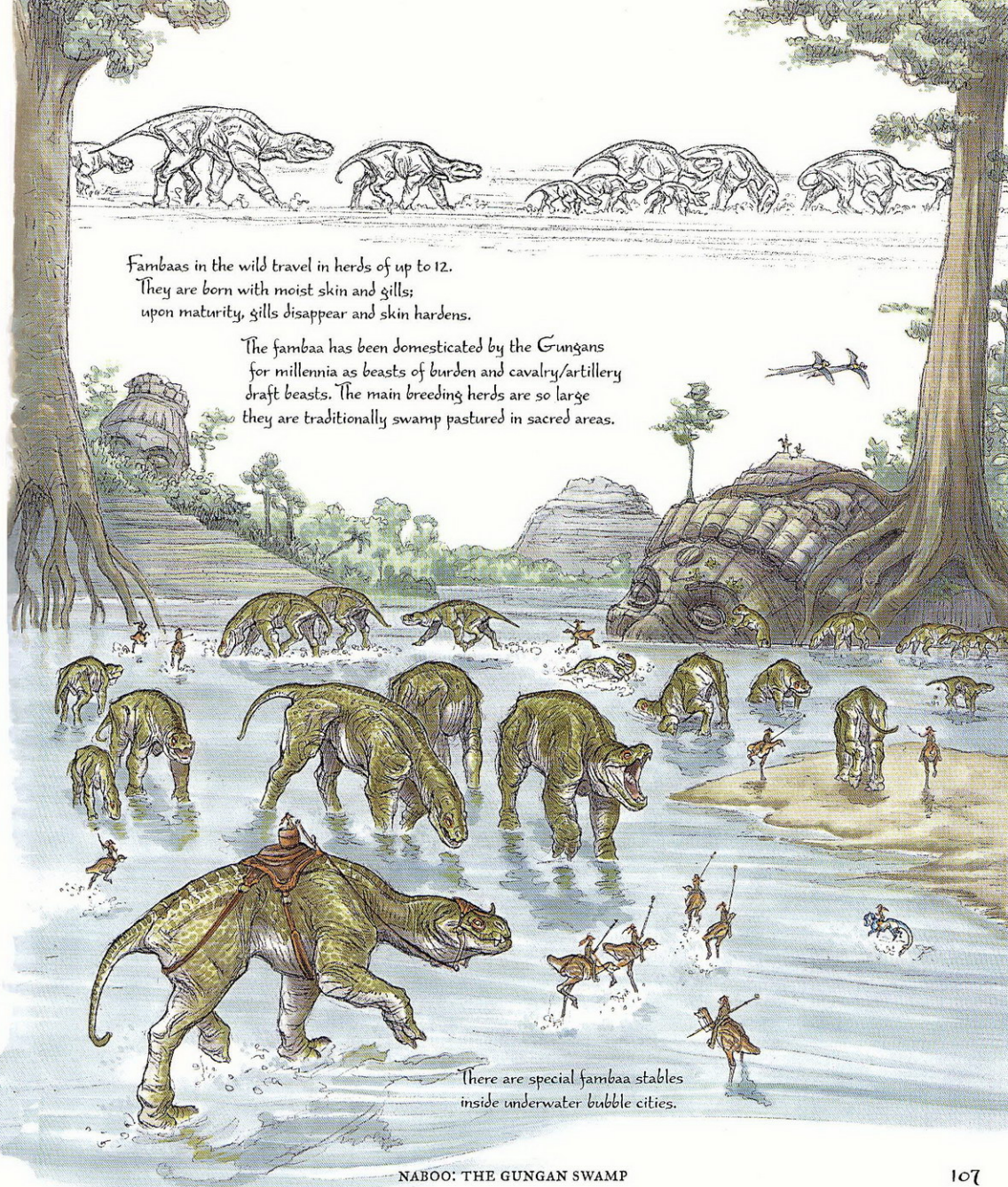
spiral intestine seen through transparent belly skin

Females lay large numbers of sticky, gelatinous eggs, which they deposit in puddles and underwater. The young hatch with moist skin and gills; upon maturity, gills disappear and skin hardens.



Fambaas in the wild travel in herds of up to 12. They are born with moist skin and gills; upon maturity, gills disappear and skin hardens.

The fambaa has been domesticated by the Gungans for millennia as beasts of burden and cavalry/artillery draft beasts. The main breeding herds are so large they are traditionally swamp pastured in sacred areas.

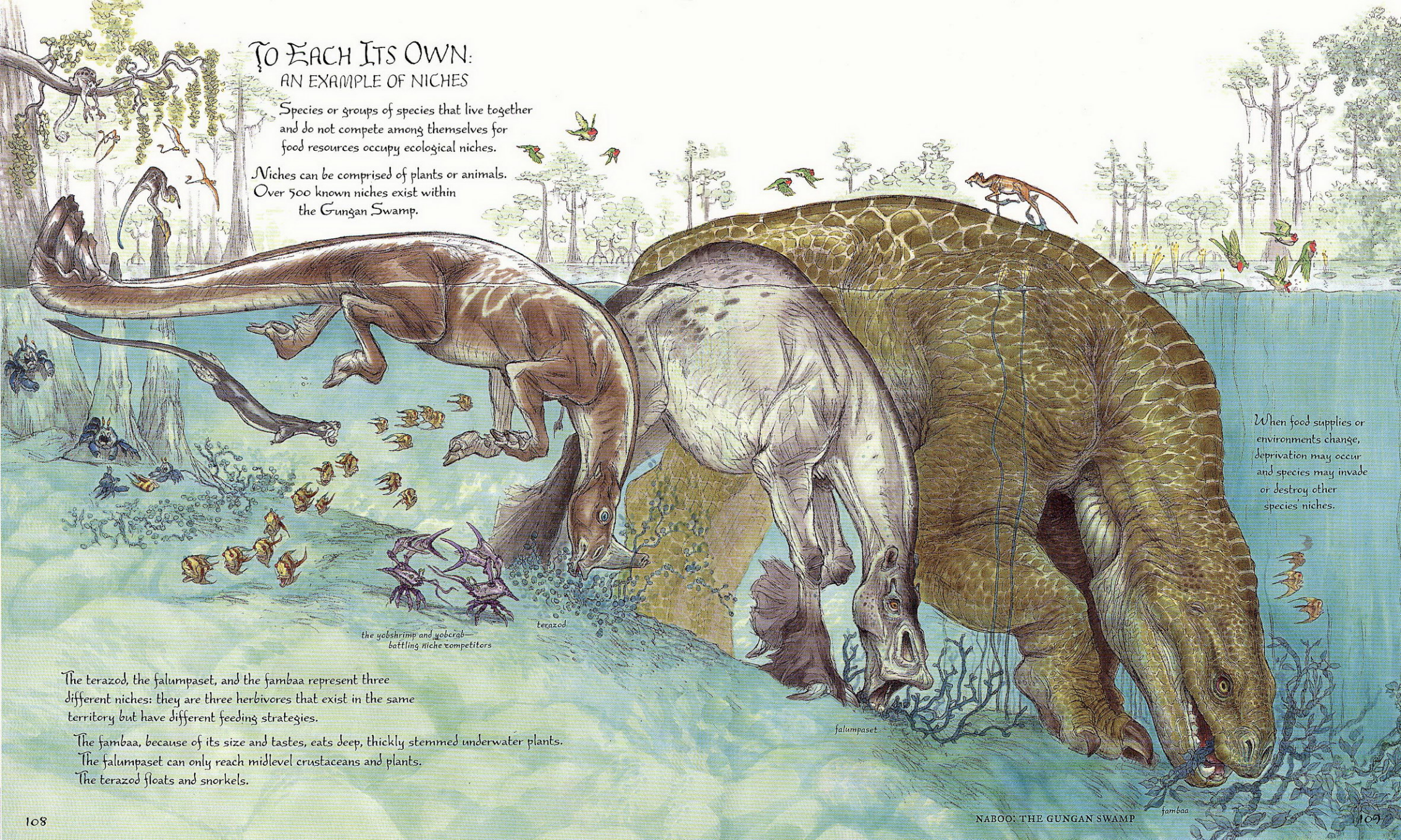


There are special fambaa stables inside underwater bubble cities.

TO EACH ITS OWN: AN EXAMPLE OF NICHES

Species or groups of species that live together and do not compete among themselves for food resources occupy ecological niches.

Niches can be comprised of plants or animals. Over 500 known niches exist within the Gungan Swamp.



the gobshrimp and gobcrab—
battling niche competitors

terazod

falumpaset

fambaa

When food supplies or environments change, deprivation may occur and species may invade or destroy other species niches.

The terazod, the falumpaset, and the fambaa represent three different niches: they are three herbivores that exist in the same territory but have different feeding strategies.

The fambaa, because of its size and tastes, eats deep, thickly stemmed underwater plants.

The falumpaset can only reach midlevel crustaceans and plants.

The terazod floats and snorkels.

HRUMPH Powerful, thick-necked herbivores, hrumphs get their name from the loud, deep, guttural sounds they make.

Four long horns are for defense and the protection of two long sensitive ears. Quite nearsighted and with an irritable temperament, hrumphs never hesitate to charge.

Not choosy about food. Sharp beak for nipping through tough xosha grass and the barks of hsuberry trees, tassler trees, and hydenock.

kneels to reach short foliage

mutual fly swatting

Female hrumphs give birth to one calf at a time. Herds defend young by encircling them and facing outward like a shield.

protective cartilaginous spines

Hrumphs are quite large, about three to four meters at the shoulder.

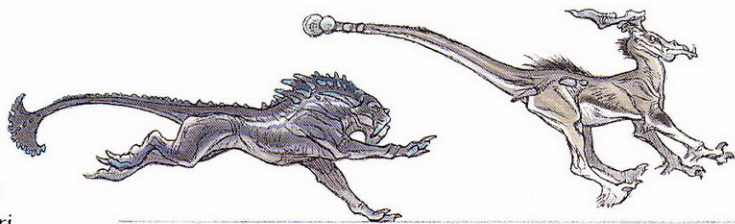
sparsely haired hide

Shaggy fetlocks protect against nipping nyorks and other crustaceans.

The hrumph is a surprisingly good leaper despite its bulk.

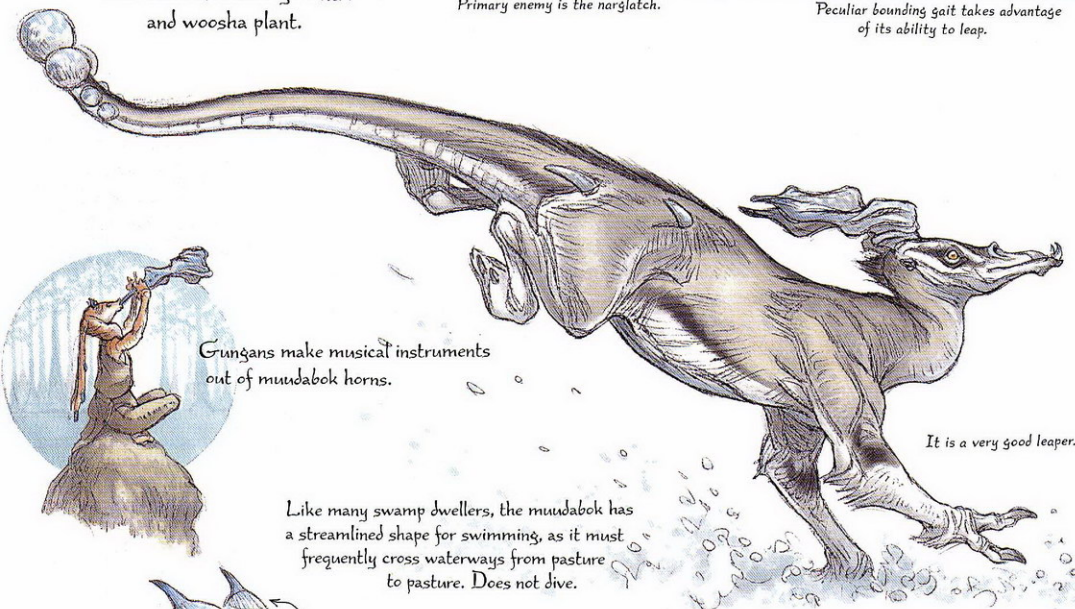
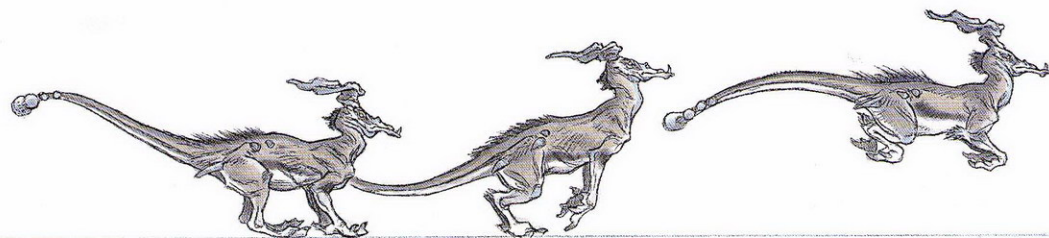
MUUDABOK

Swamp herbivores that share a niche with the terazod, muudaboks prefer the muddy woodlands, but are also found in the shallows nibbling mintri and woosha plant.



Primary enemy is the narslatch.

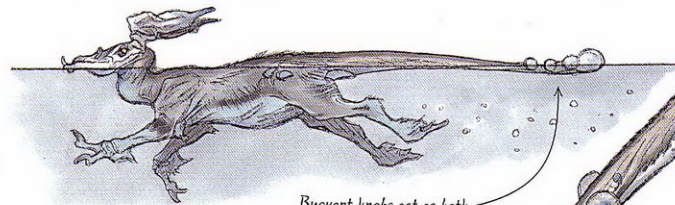
Peculiar bounding gait takes advantage of its ability to leap.



It is a very good leaper.

Like many swamp dwellers, the muudabok has a streamlined shape for swimming, as it must frequently cross waterways from pasture to pasture. Does not dive.

Females have distinctive onion-shaped horns.



Buoyant knobs act as both floats and weapons.



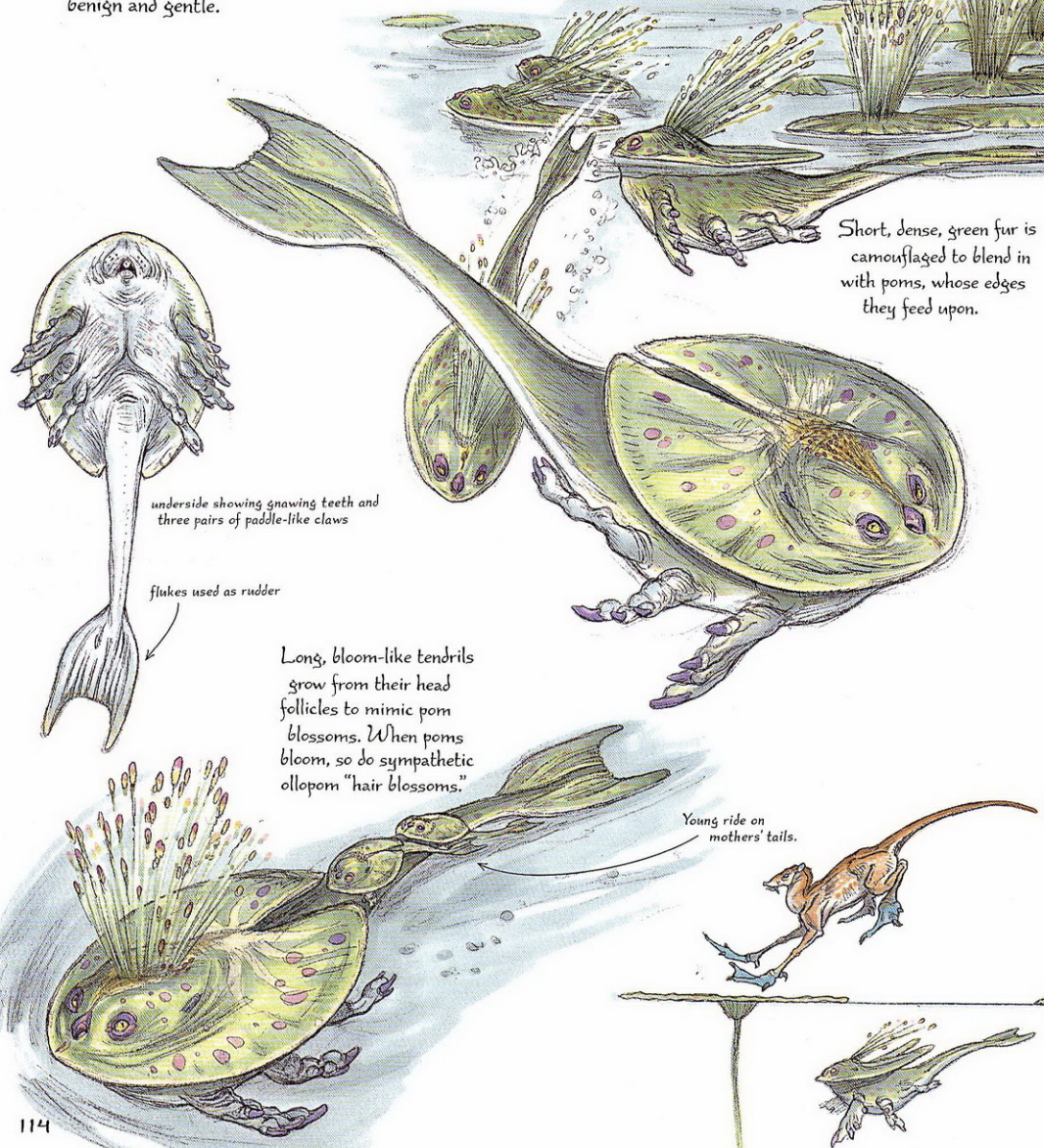
During mating season, stags trumpet and roar to attract females. Stags form harems, which they defend against other males. Males' health declines after mating, making them more susceptible to predators.

Claws dig up roots and new shoots under rotting vegetable matter.



OLLOPOMS

Olopopms are aquatic rodents that live on the surface of swamps—benign and gentle.



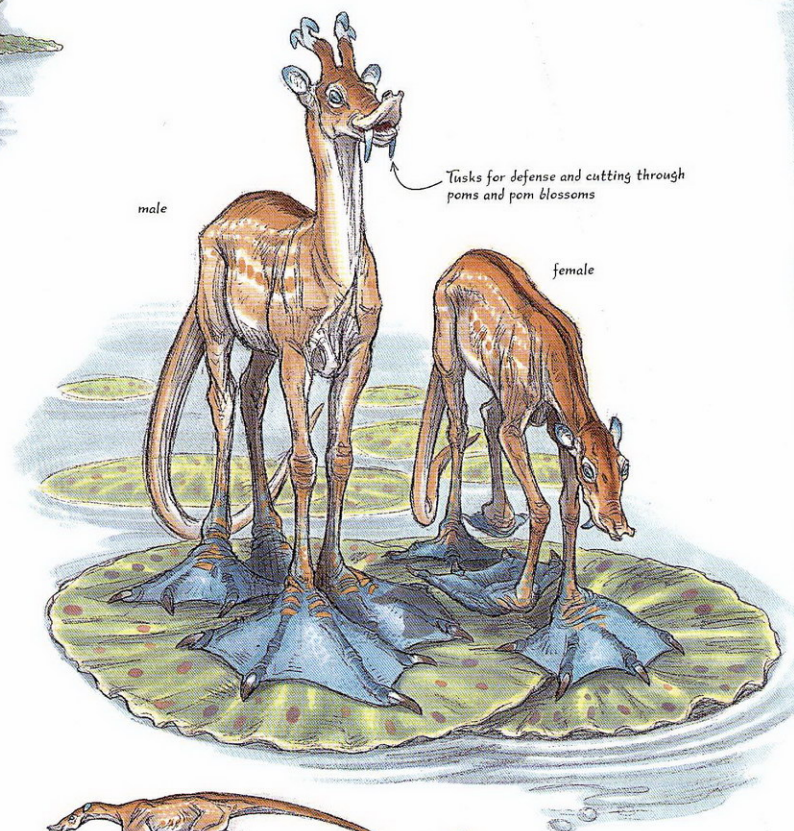
Short, dense, green fur is camouflaged to blend in with poms, whose edges they feed upon.

Long, bloom-like tendrils grow from their head follicles to mimic pom blossoms. When poms bloom, so do sympathetic olopopm "hair blossoms."

Young ride on mothers' tails.

POM-HOPPER

A small, graceful, dainty herbivore. Very light with slight, porous bones. The wide-webbed feet of the pom-hopper enable it to leap among and balance on large pom petals.

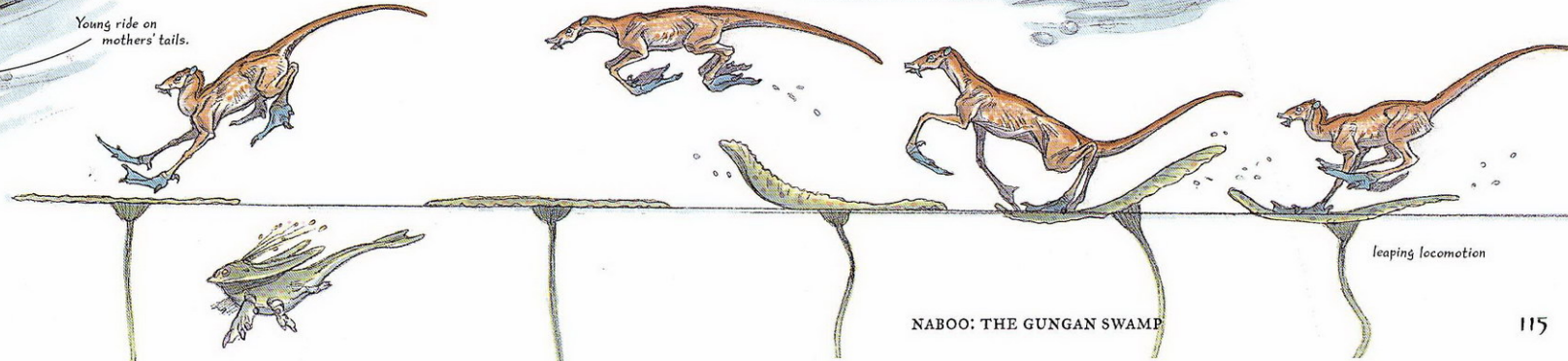


male

female

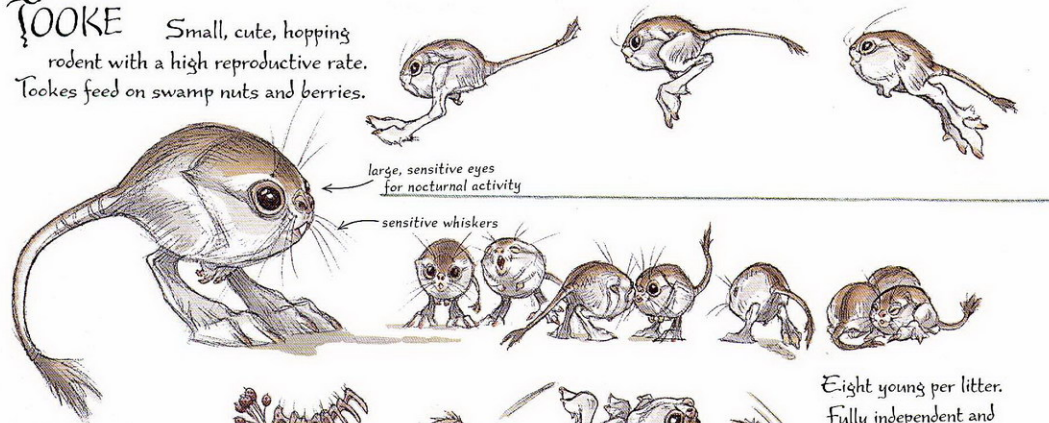
Tusks for defense and cutting through poms and pom blossoms

Pom-hoppers sleep or hide dangling underwater. They breathe through their tube-like nostrils.



leaping locomotion

TOOKE Small, cute, hopping rodent with a high reproductive rate. Tookes feed on swamp nuts and berries.



Tooke-trap plants are a common enemy—their fragrance is identical to tooke mating pheromones and, therefore, irresistible. However, tookes have fast reflexes and can often escape at the last moment with an instinctual, defensive back-flip.

Eight young per litter. Fully independent and fertile at two weeks.

defensive back-flip



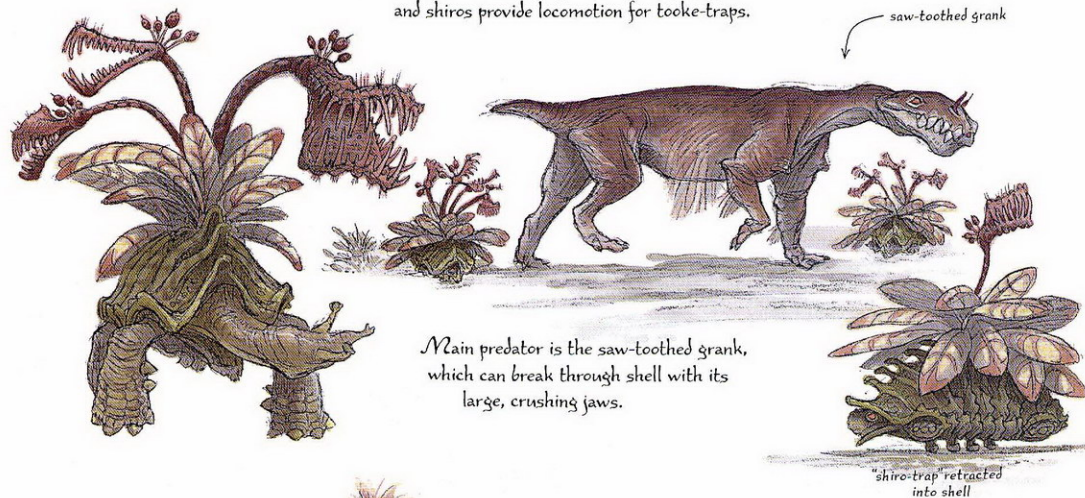
successful tooke-trap plant

SHIROS

A hard-shelled, benign, slow-moving reptile, a shiro's main defense is to retract into its spiny shell.

Feeds on mintri, zael, grahn vine, chak-root, and occasional mud-dwelling crustaceans and mollusks. Shiro is popular with Gungan cooks.

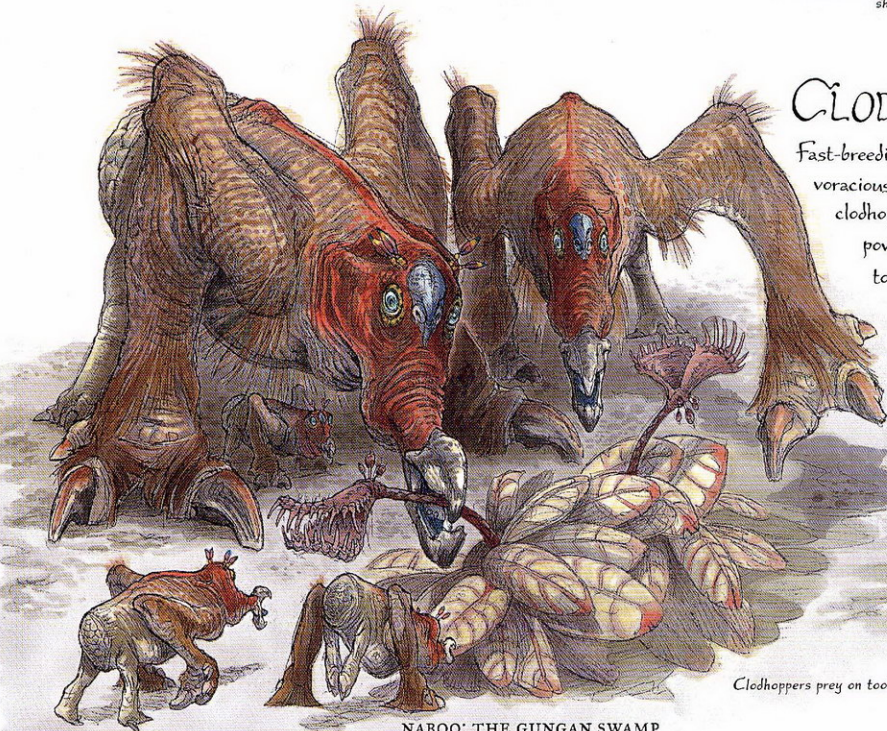
Shiros roll in mud and collect dirt and seeds between shell ridges. Tooke-traps grow and flourish in these "soil pockets" creating symbiotic "shiro-traps": tooke-traps provide camouflage for shiros and shiros provide locomotion for tooke-traps.



Main predator is the saw-toothed grank, which can break through shell with its large, crushing jaws.

CLODHOPPER

Fast-breeding, dim-witted, voracious herbivores, clodhoppers use their powerful forelegs to forage and hop.



Clodhoppers prey on tooke-trap plants.

ZALAACAS

Zalaacas are very swift, intelligent, and fierce omnivores. Rather little is known about their habits. They seem to dwell primarily in woody uplands, yet are strong swimmers. Narglatches will not attack adult zalaacas but zalaacas will attack and eat narglatches.

Displays dimorphic (dissimilar) coloration, with males having a blue-yellow hide, females a dappled blue.

excellent nocturnal eyesight

grinding molars

slicing tusks

male

sharp claws

fanned tail for swimming

A Gungan rite of passage is to capture a foal with the intent of training it as a cavalry mount—extremely dangerous, not often successful.

As zalaacas are the natural enemy of the kaadu, this is a test of courage for both mount and rider.

Not much known about breeding habits.

Conjectured that zalaacas live in family groups of one male to between one and four females and young, and that the female gives birth to one offspring every 10 years.

resting zalaaca

Do zalaacas belong to the sando family? Certain anatomical similarities.

fetlock spikes

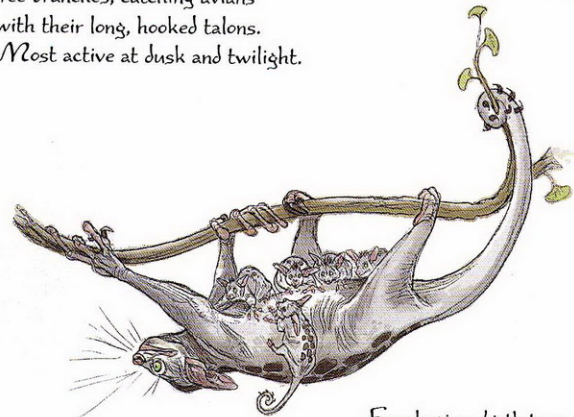
A fully trained zalaaca, while rare, makes a vicious but loyal war mount, protecting its rider with its strength and savagely attacking the enemy.

zalaaca training

Riding a zalaaca standing up is the ultimate test of ridership.

SHAUPAUT

Shaupauts are carnivorous, arboreal marsupials that hang upside down from swamp tree branches, catching avians with their long, hooked talons. Most active at dusk and twilight.

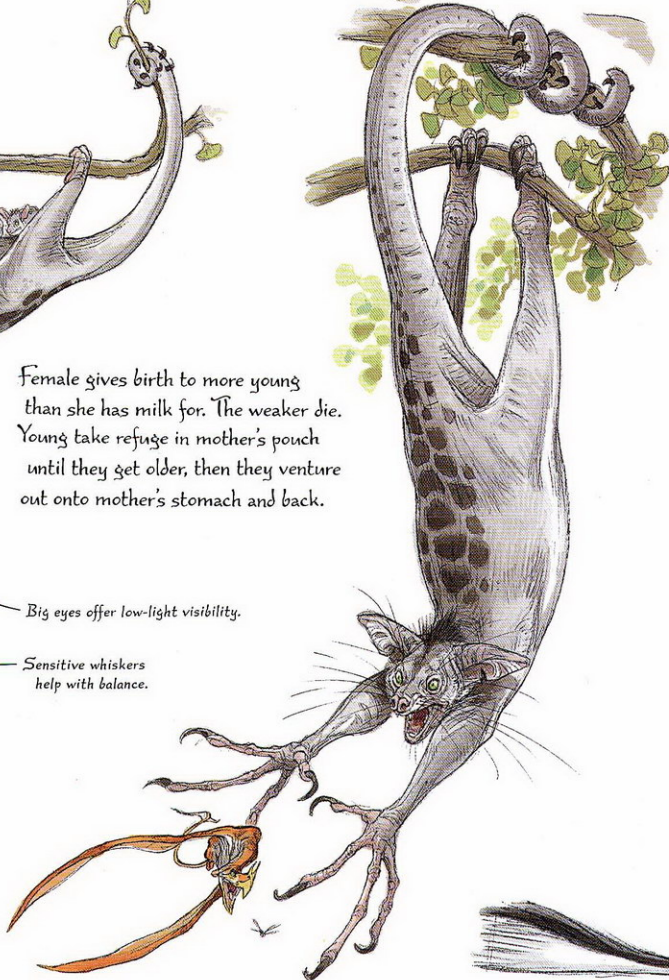


Female gives birth to more young than she has milk for. The weaker die. Young take refuge in mother's pouch until they get older, then they venture out onto mother's stomach and back.



Big eyes offer low-light visibility.

Sensitive whiskers help with balance.



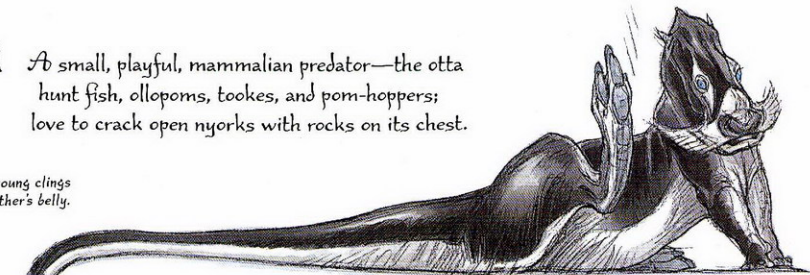
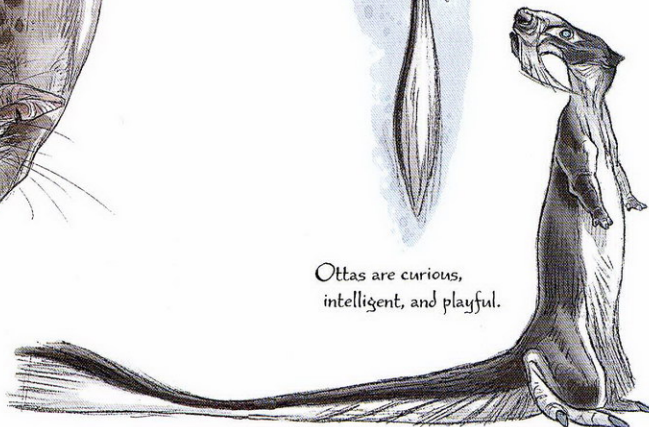
OTTA

A small, playful, mammalian predator—the otta hunt fish, ollopoms, tookes, and pom-hoppers; love to crack open nyorks with rocks on its chest.

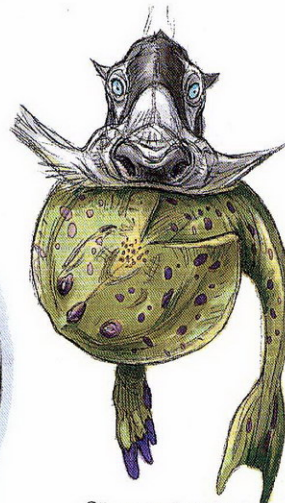
Single young clings to mother's belly.



Ottas are curious, intelligent, and playful.



Always in motion, these swift water creatures outswim their predators and nearly always catch their prey.



Olopoms are typical prey.

cooperative daggerfish hunting by mated pairs

Burrow in mudbanks and live together in loosely organized groups or clans.

Flexible spine for limber movement in and out of water, a joy to watch.



NABOO: THE GUNGAN SWAMP

VEERMOK

Veermoks are large, ferocious primates that live around the fringes of the swamp and woodlands hunting prey through stealth and surprise. They avoid deep water, as they are weak swimmers.



attacking an agile but defenseless jimva



Unique bounding movement takes advantage of powerful upper torso and shoulder rotation along with lengthy, strong arms.

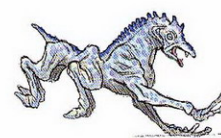


Females mate once a year, building nests on the ground in a bed of leaves and branches. The veermok's pregnancy term is three months. They usually give birth to twins, whom they immediately abandon, unlike the more nurturing rancor. Forced to look out for themselves, these twins mature quickly.

Generally solitary unless mating. They are semiterritorial, usually but not always defending turf from other veermoks.

Fur on back and chest provides protection and insulation. Their hair rises on back when alarmed or angered. Hairless lower anatomy allows for easy hygiene.

powerful, tri-tipped claws for gouging and grabbing



NARGLATCH

The narglatch—the stealthy alpha predator of the swamp. A solitary hunter that silently stalks and quickly demolishes its prey; prefers kaadu and jimvu. Generally avoids deep water, although a good swimmer if pressed. Also avoids zalaacas.

Sexual dimorphism in coat—male has additional fleshy spikes, while females are more smooth.



male

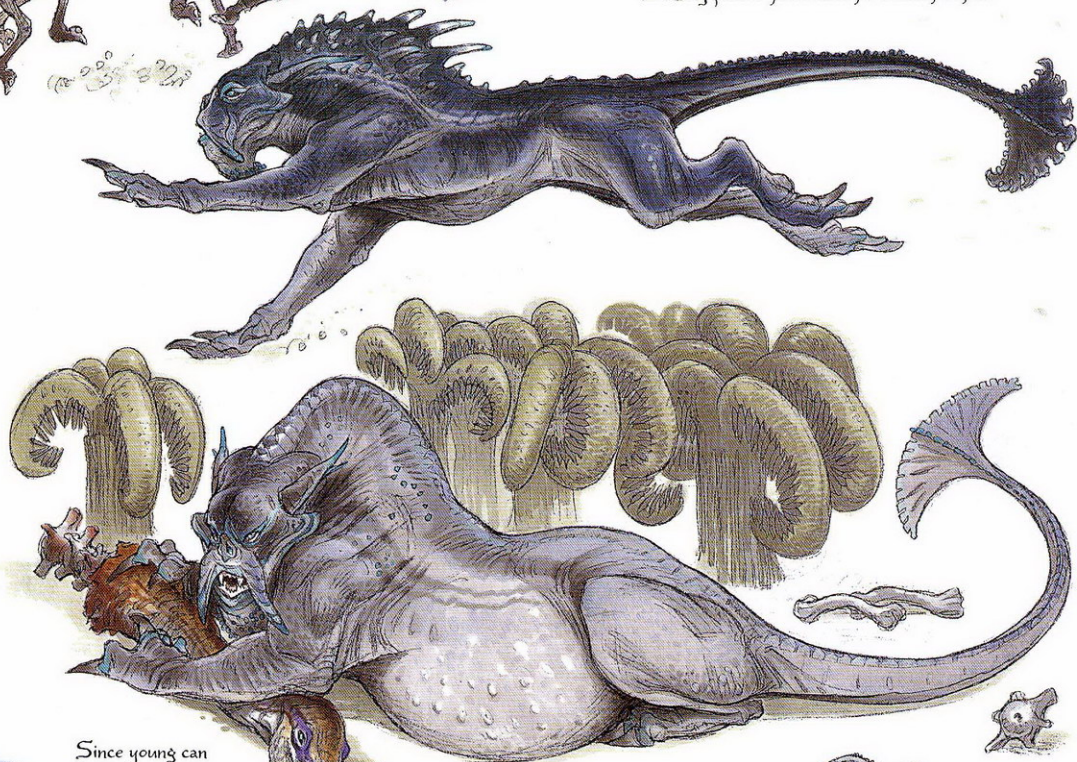
nonretractable claws

Fan-like tail acts like a rudder during high-speed chases and turns.

Males and females only commingle during mating. Females are fiercer hunters than males, but males will chase a female from her kill.



Densely padded feet make for silent footfall.



Since young can hunt immediately upon birth, mothers abandon them. Cubs hunt together until maturity, making themselves less vulnerable to granks, veermoks, and even more mature male narglatches. After a couple of years, cubs separate.

Pregnant female gives birth to twins—always a male and a female.



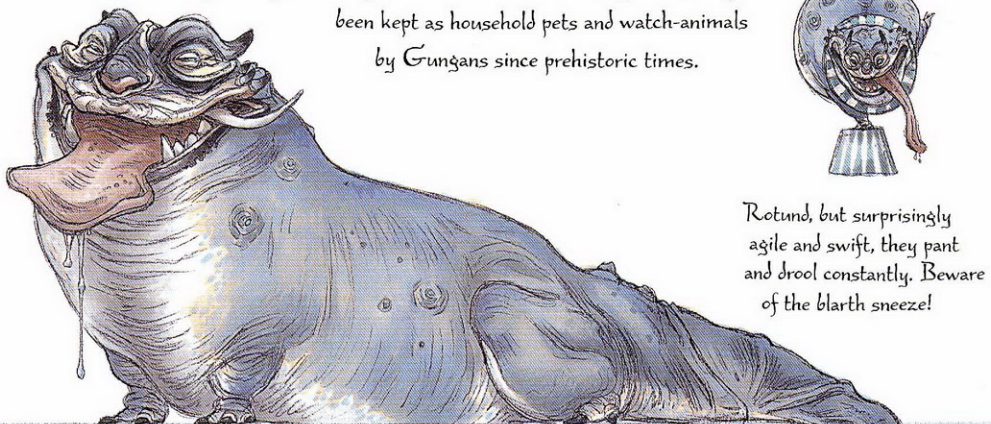
female cub

male cub



BLARTHS

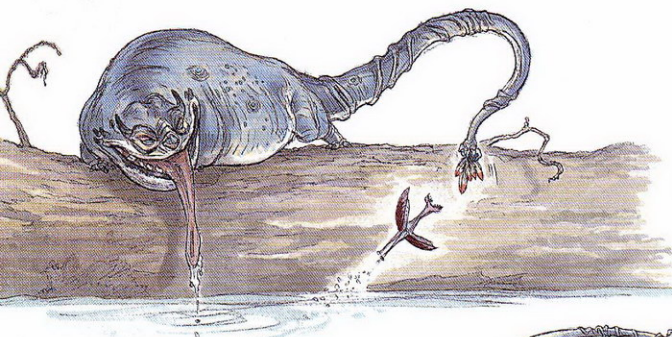
Blarths are medium-size predators that feed primarily on nyorks, bowlumps, gullipuds, yobshrimp, yobcrabs, and any other small crustaceans and shellfish they can easily subdue. Amiable and easily tamed, they have been kept as household pets and watch-animals by Gungans since prehistoric times.



Rotund, but surprisingly agile and swift, they pant and drool constantly. Beware of the blarth sneeze!



Rich blubber is buoyant and insulating, allowing blarths to stay underwater for up to two hours. Skin also absorbs oxygen from water.



Long prehensile tail aids in swimming and is used in fishing for prey. Blarths swallow prey whole. Saliva aids shell decomposition.

wiggling fount feathers to lure nyork

Blarths are named for the low burping sound they make—"blarth, blarth, blarth..."



stubby, grasping "tail fingers"



Gungans have put the blarths' prodigious drool to use—using it for skin lubricants, perfume bases, cleaning solutions, and strengthening agents/amendments to bubble-city walls.



Pet blarths are found everywhere and seem to prefer public places, doorways, busy rooms, where they loiter expectantly, hoping for attention. Drool puddles are a common nuisance.



Gungan children love to sleep with slobbery pups.



The female gives birth to three to four pups once or twice a year. Licking soothes young and initiates hormone production.



AIWHAS

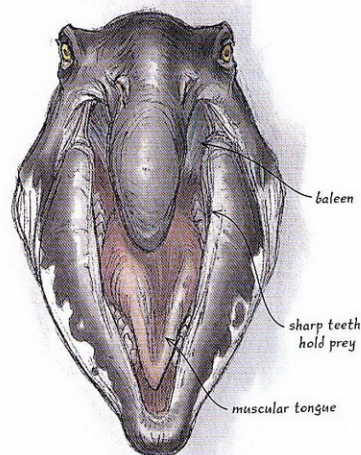
At 8 to 10 meters long, aiwhas superficially resemble Alderaan/Bespin thrantas. Flying cetaceans, they use their wide wings and powerful pectoral muscles to gracefully propel themselves both under the water and in the air. They live in medium-size pods and feed generally on surface-dwelling "krill": daggerts and other fishes.

smooth, flexible, waterproof skin

The aiwha fishes with both its jaws and a filter-like baleen. It uses high-pitched underwater sounds to corral fish.

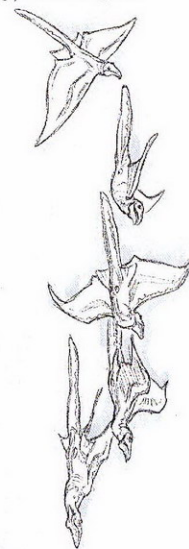
Able to launch themselves out of the water and directly into the air, they can fly vast distances in search of prey.

Aiwha head, front view



When flying, emits high whistling sound. Internal sonar and radar capabilities—sonar for underwater navigation and radar for night flying.

wing position during dive



tail—both a rudder and for thrust

small, sturdy hind legs: marginally useful on land, prefers water landing

Airsack-like lungs throughout body for buoyancy/lift. Also hollow bones: honeycomb structure adds strength.

Gungans have trained aiwhas to accept mounts and provide airborne transport.

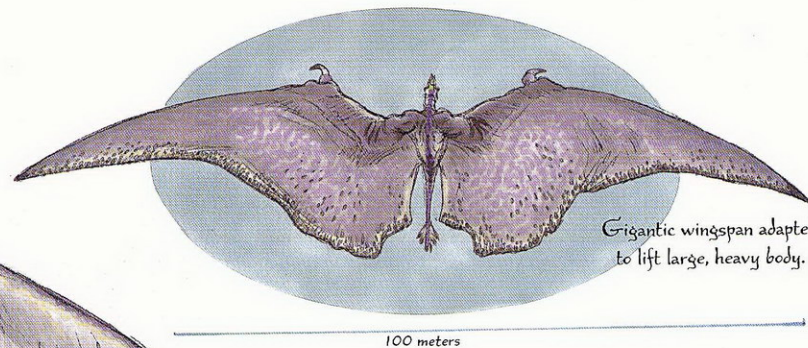
TITAVIAN (GOFFBIRD)

Another near legendary creature

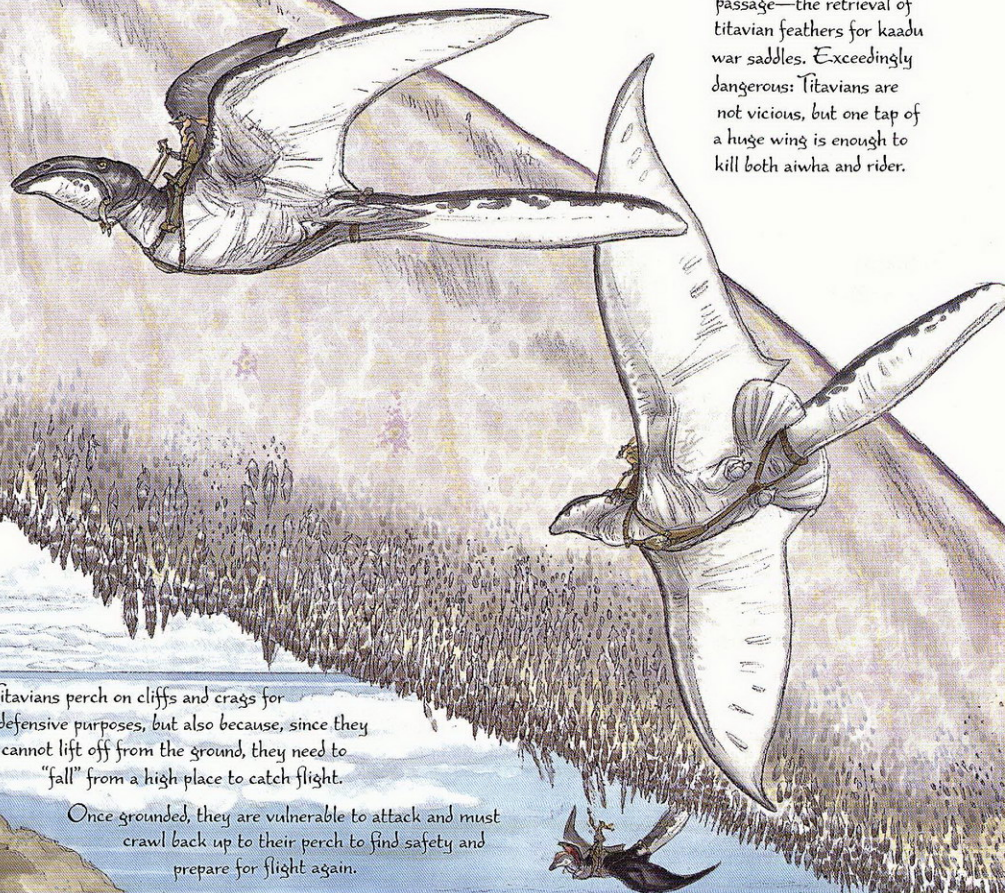
wing claws to climb up
steep cliffs and ledges

These giant reptavians are notable for their expansive arms and powerful pectoral muscles, which are necessary to power their enormous wings. As a result of their bulk, sustained flight is impossible. They have been known to take floating sea journeys.

The titavian is a huge reptavian that perches on mountains and crags at the remote edges of oceans and swamps. Little is known about it, but much rumored. Assumed to eat carrion since large sea creature and animal bones abound around abandoned perches. Also assumed to lay eggs, though no one has seen a nest or young.



Gigantic wingspan adapted
to lift large, heavy body.

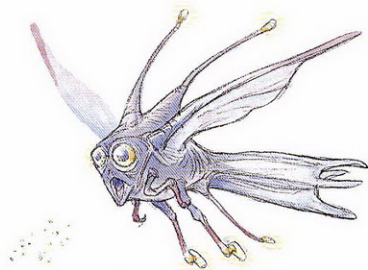


Gungan warrior rite of passage—the retrieval of titavian feathers for kaadu war saddles. Exceedingly dangerous: Titavians are not vicious, but one tap of a huge wing is enough to kill both aiwha and rider.

Titavians perch on cliffs and crags for defensive purposes, but also because, since they cannot lift off from the ground, they need to “fall” from a high place to catch flight.

Once grounded, they are vulnerable to attack and must crawl back up to their perch to find safety and prepare for flight again.

BESPIN



PLANET INFORMATION

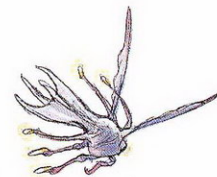
TERRAIN: Clouds

SPECIES: Various, Ugnaughts

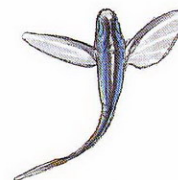
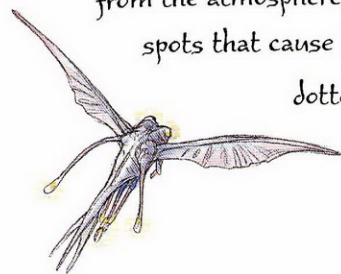
LANGUAGE: Basic

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Cloud City, Tibannopolis



Bespin, the most isolated and remote planet in a system of the same name, is a large gas giant with a solid metal core where temperatures can reach up to 400 degrees. Luckily for wildlife watchers, a life-sustaining cloud layer extends above this overheated nucleus. This Life Zone—which is itself divided into several layers—is characterized by its lack of terrestrial structures, copiousness of cloud forms, variety of floating vegetation, spectral colors, constancy of temperature, and abundance of fauna. Many of the more highly developed creatures have aerodynamic musculatures and/or buoyant anatomies for maneuvering among the winds and thermals. Many siphon nutrients and moisture directly from the atmosphere. A good percentage have unique epidermal glow spots that cause the night skies of Bespin to become luminous—dotted with the light from all that move through the ether like small twinkling stars.



BELDON'S Enormous (800m-10km in diameter) gas-filled creatures that metabolize the natural chemicals and biospheric planktons of the slushy gas-liquid-solid interface (via long, trailing tentacles) of Bospin's lower atmosphere.

They travel together in free-floating herds. Eggs and sperm are released into the atmosphere and drift like plankton until random fertilization occurs.

Light-sensitive skin cells help with metabolism and defense.

caudal fin for stability

Excrete Tibanna gas, which can be collected and used as hyperdrive coolant.

Surrounded by a small electrical field to detect encroaching danger

Velker's wingspan can measure up to 350 meters.

VELKERS

Large, airborne ichthyoids, velkers form large packs to prey upon beldons. They select a victim and rip holes in its skin, feeding upon it as it deflates and descends. A single beldon can sustain hundreds of velkers for months until it sinks into the poisonous lower atmosphere. The egg producer sends dozens of eggs out into the atmosphere.

An electrical field surrounds their bodies, which help velkers attack and disable small spacecraft if they are approached too closely.

Front view—note double row of razor sharp teeth.

RAWWKS AND FLOATERS

Scavenger/predator mammavians, rawwks inhabit rafts of floating algal trees and the crumbling edifices of abandoned cloud cities.

Distinctive screech disorients prey.

Rawwks construct basket-like nests out of algal strands. Fractious males perch on top of nests for protection.

Feather-like fur covers their agile and aerodynamic frames. They are quick hunters and superb aerialists, darting easily after various floaters that appear at dawn or twilight.

Bespin (Alderaan) thranta besieged by rawwks

Algal stalks reach down to lower atmosphere for nutrients.

renditions of common floaters

Floaters and the sky alga upon which they feed form the bottom of the food chain.

"Floater" is the umbrella term for the thousands of small, usually winged creatures that drift or "swim" plankton-like in the upper reaches of Bespin's atmosphere. Many are not yet classified. Most are egg layers continually releasing sacks of roe into the atmosphere, which often gum up the viewports of incoming freighters.

ENDOR



PLANET INFORMATION

TERRAIN: Forests, Mountains

SPECIES: Ewoks, Goraxes, Teeks, Yuzzum

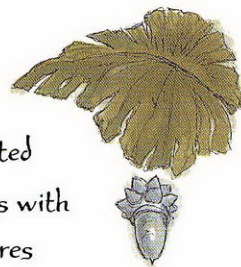
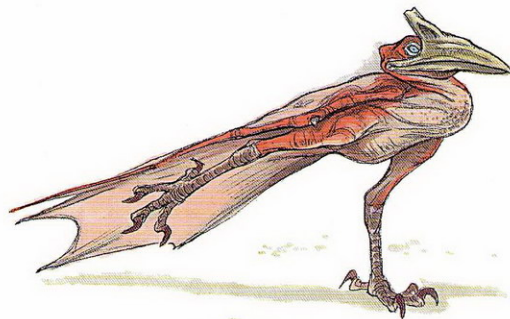
LANGUAGE: Ewokese

ATMOSPHERE: Forest Moon has Oxygen Mix

POINTS OF INTEREST: Ewok Village, Yawari Cliffs,
Dragon's Pelt Savanna

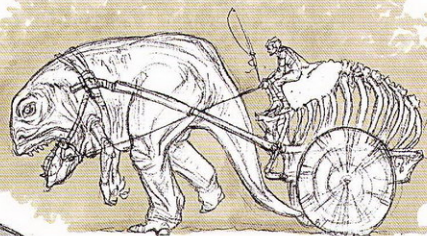
The forest moon of Endor is a planet-size satellite dotted with lush ancient timberlands, verdant woods, and thick wealds. It circles the planet Endor—a silvery gas giant in the Moddell sector. Water is plentiful in most areas on this moon, and though the low gravitational field juxtaposed with the massive pull from the central planet allows the vegetation (and some creatures) to grow quite large, most of the wildlife on the forested moon consist of humble creatures inhabiting their various niches with industriousness, complacency, and restraint. Most are herbivores with characteristic strong teeth and jaws to crack the hard nuts and chew the thick-skinned berries of the forest. Many gather and store food and several hibernate during the two winter-like seasons that bisect the typical five-season year.

The primitive yet highly organized Ewoks make their home here, and their friendship and collaboration are a benefit to all travelers.



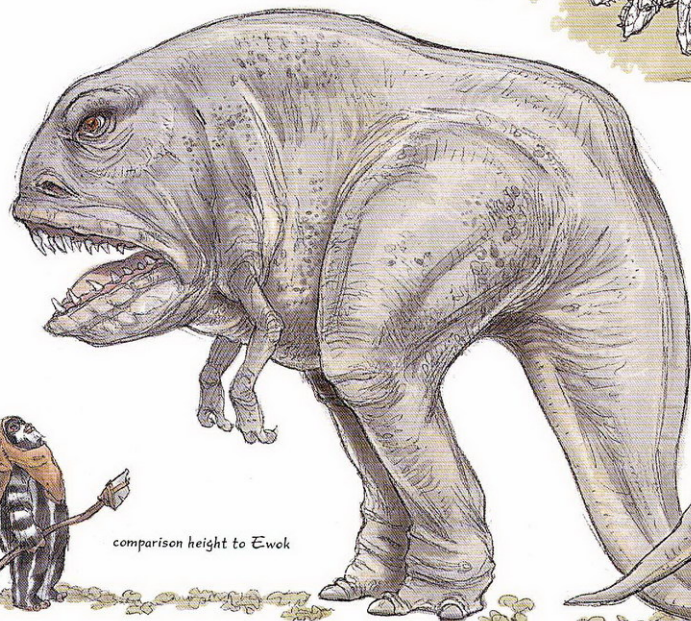
BLURRG

Blurrgs are tough-skinned reptilian herbivores known chiefly for their small brains and simple intelligence. They are used by the *Mauraders* as beasts of burden.



maurader vehicle made from blurrg ribcage

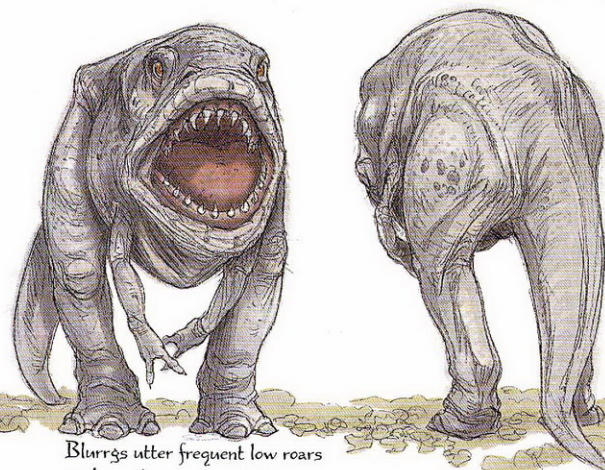
Brain the size of a jubba nut.
Dense skull used as battering ram



comparison height to Ewok



one-year-old baby



Blurrgs utter frequent low roars and no other communications.

Eggs, laid five or six at a time, are left where they drop—on the ground or in the bushes. Youngs stay within their mothers' protective circles during early years.

They are preyed upon by boar-wolves and are objects of derision in Ewok culture and folklore.

BOAR-WOLF



Very vicious, giant, mammalian carnivores, boar-wolves prey on anything that comes across their path.

They usually hunt in pairs.

They have been semidomesticated as pets by the giant gorax (a savage, cave-dwelling terror).

gorax breaking up a fight between "pets"



ENDOR

CONDOR DRAGONS

Large flying reptavians that nest in caves, canyons, and on crags, condor dragons are carnivorous, both nocturnal and diurnal, and prey upon small- to medium-size creatures and beasts. Not above scavenging.

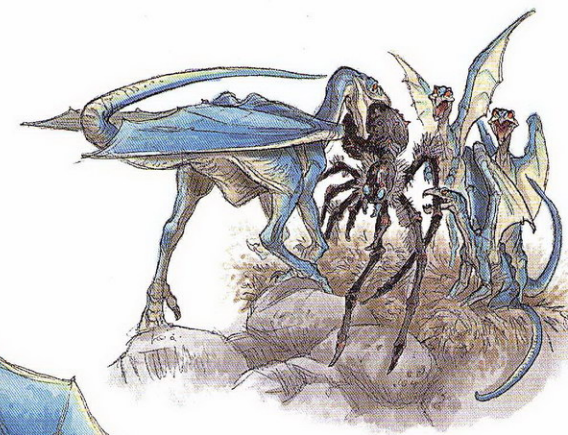
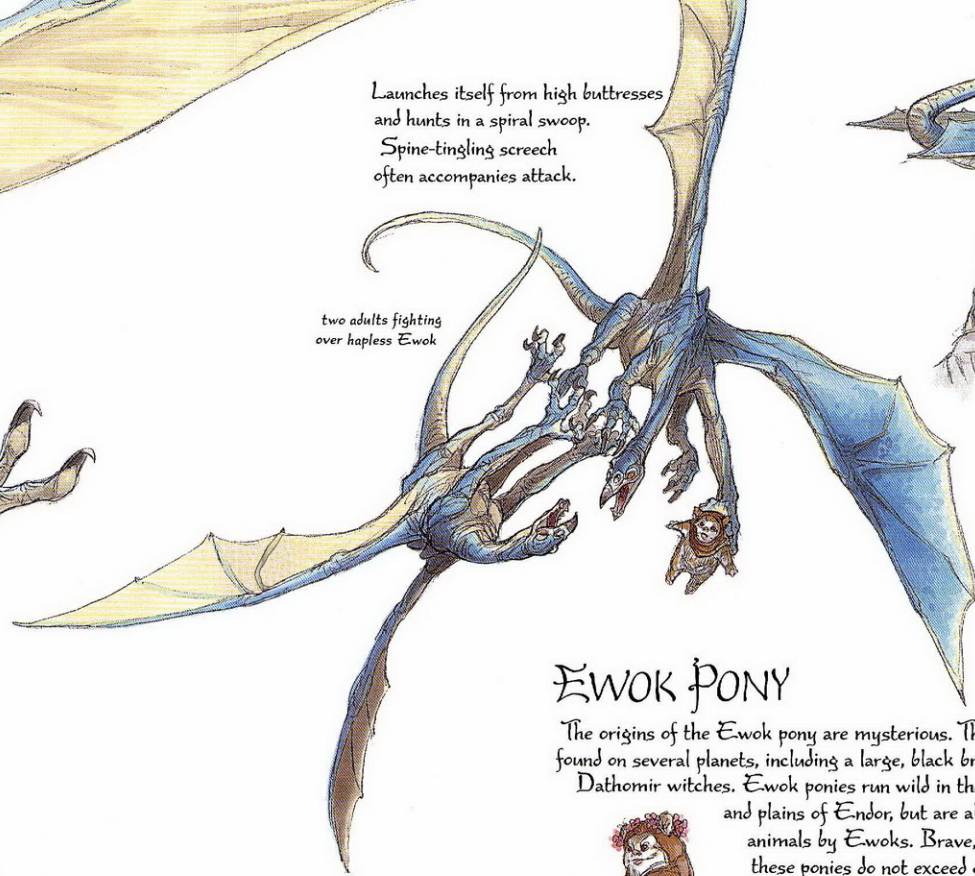


Larger condor dragons have been known to snatch Ewoks off pony backs. However, a mounted Ewok has a better chance of escape, as most will perceive pony and rider as one beast and too heavy to lift.

Ponies are not eaten by the condor dragon, which finds them unpalatable.

Launches itself from high buttresses and hunts in a spiral swoop. Spine-tingling screech often accompanies attack.

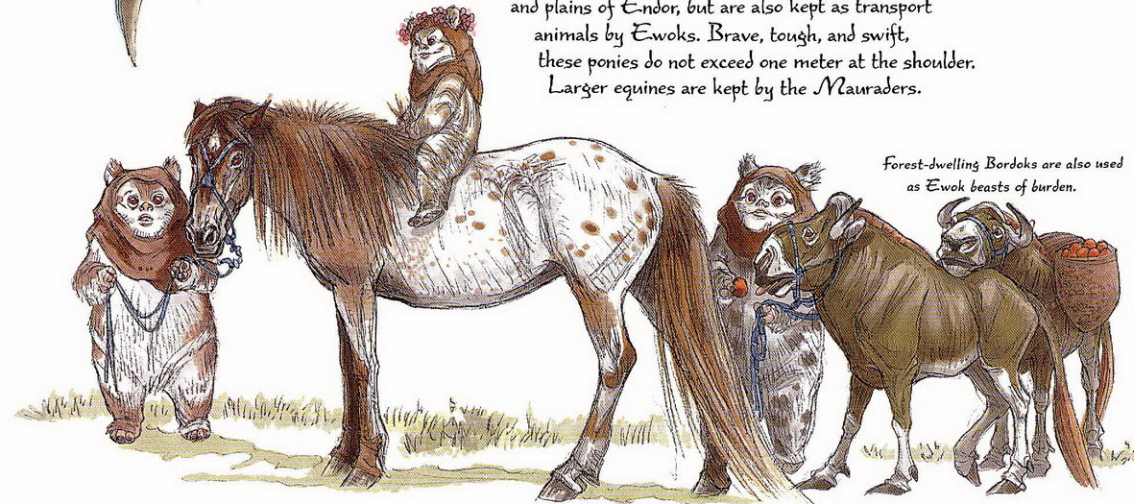
two adults fighting over hapless Ewok



Condor dragons also prey upon giant cave "spiders" as well as many other creatures.

EWOK PONY

The origins of the Ewok pony are mysterious. The species equus is found on several planets, including a large, black breed ridden by the Dathomir witches. Ewok ponies run wild in the open woodlands and plains of Endor, but are also kept as transport animals by Ewoks. Brave, tough, and swift, these ponies do not exceed one meter at the shoulder. Larger equines are kept by the *Mauraders*.



Forest-dwelling Bordoks are also used as Ewok beasts of burden.

TEMPTOR

Tempctors, forest-dwelling amphibians, use their furry, lure-like tongues to draw rodents, birds, and other forest animals toward their hidden and awaiting jaws.

pheromonal excretory pores

nerve cluster

DETAIL OF TONGUE TIP

sharp beak for burrowing and nest building

multiple eyes

Tempctors have pale, fleshy skin covered with thick mucous which allows them to slither into tight spots and then strike prey in a flash after luring it with their tongue.

wide claws assist anchoring

GEEJAW

Geejaws are inquisitive reptavians, known for their wide variety of calls and mimicry.

Build nests and lay several eggs at a time, both parents care for helpless chicks.

RUGGER

Common prey of the temptor, a rugger is a rodent that makes its home high in the trees or in the grasslands. A herbivore, it eats nuts and berries and hibernates during the cold winter seasons.

Attractive greenish white fur (grassland species more yellow)

Sharp, strong front teeth for nut cracking

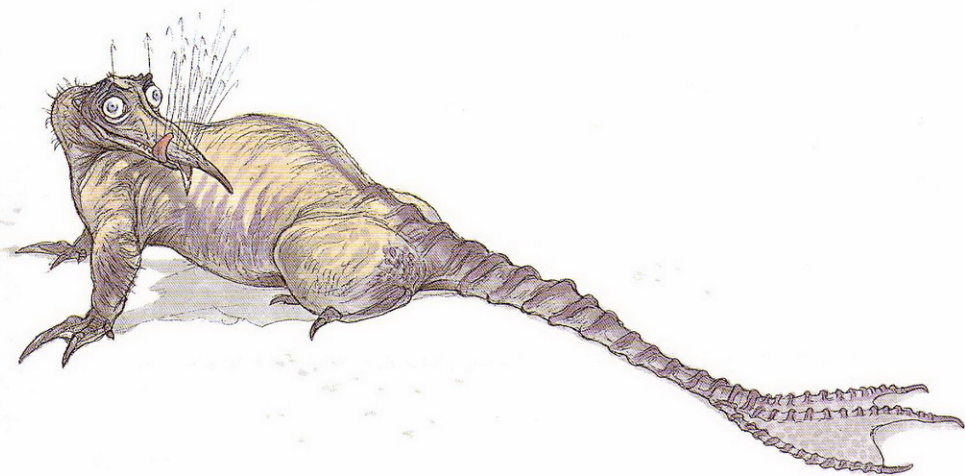
Suction-like pads on their feet for stability and grasping

Ruggers are commonly hunted by Yuzzums.

ENDOR

145

YAVIN 4



PLANET INFORMATION

TERRAIN: Jungle

SPECIES: *Massassi* (Vanished), Humans

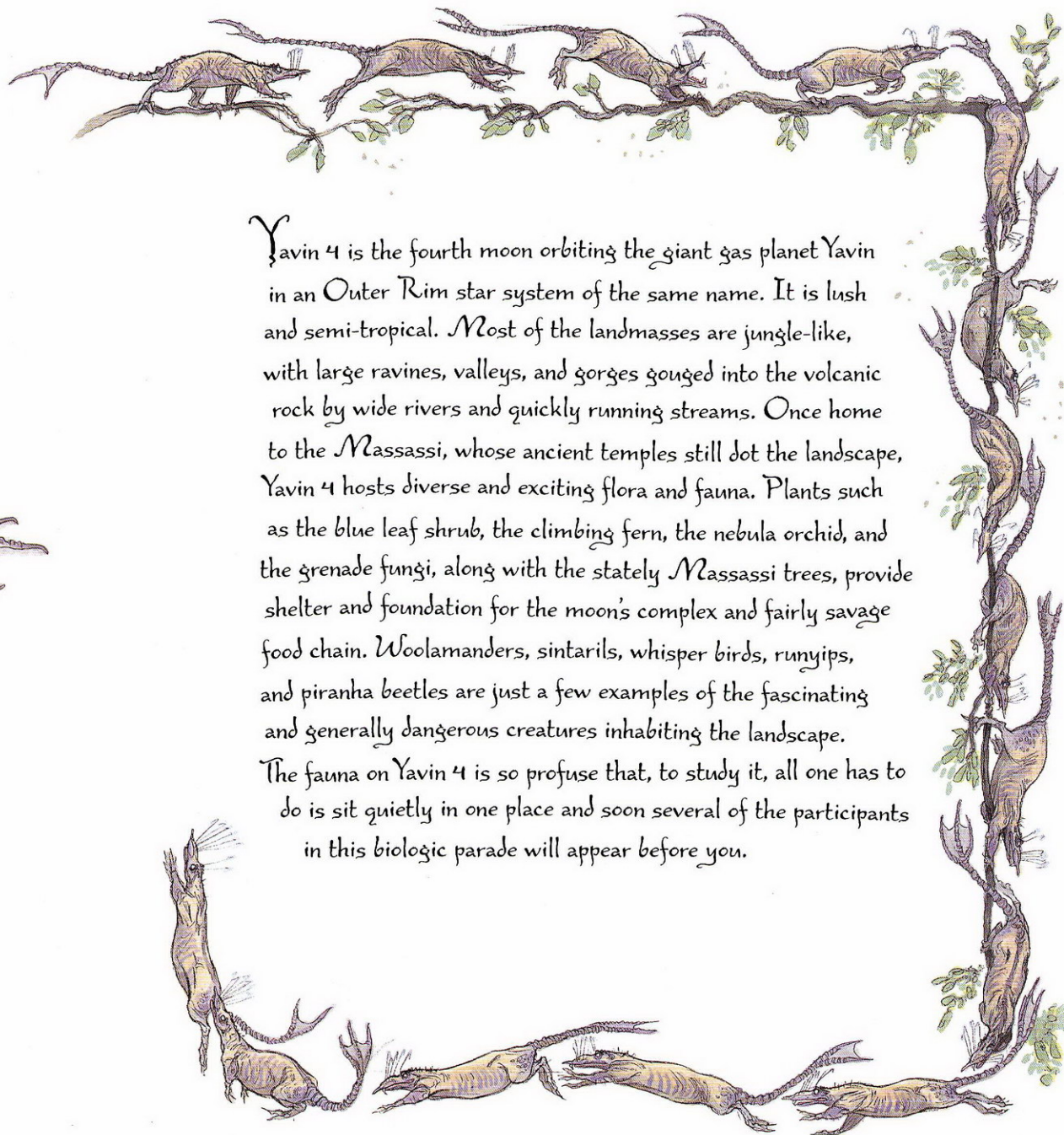
LANGUAGE: *Massassi*, Basic

ATMOSPHERE: Gas Giant: Inhabited Moons,

Yavin IV and VIII, Have Oxygen Mix

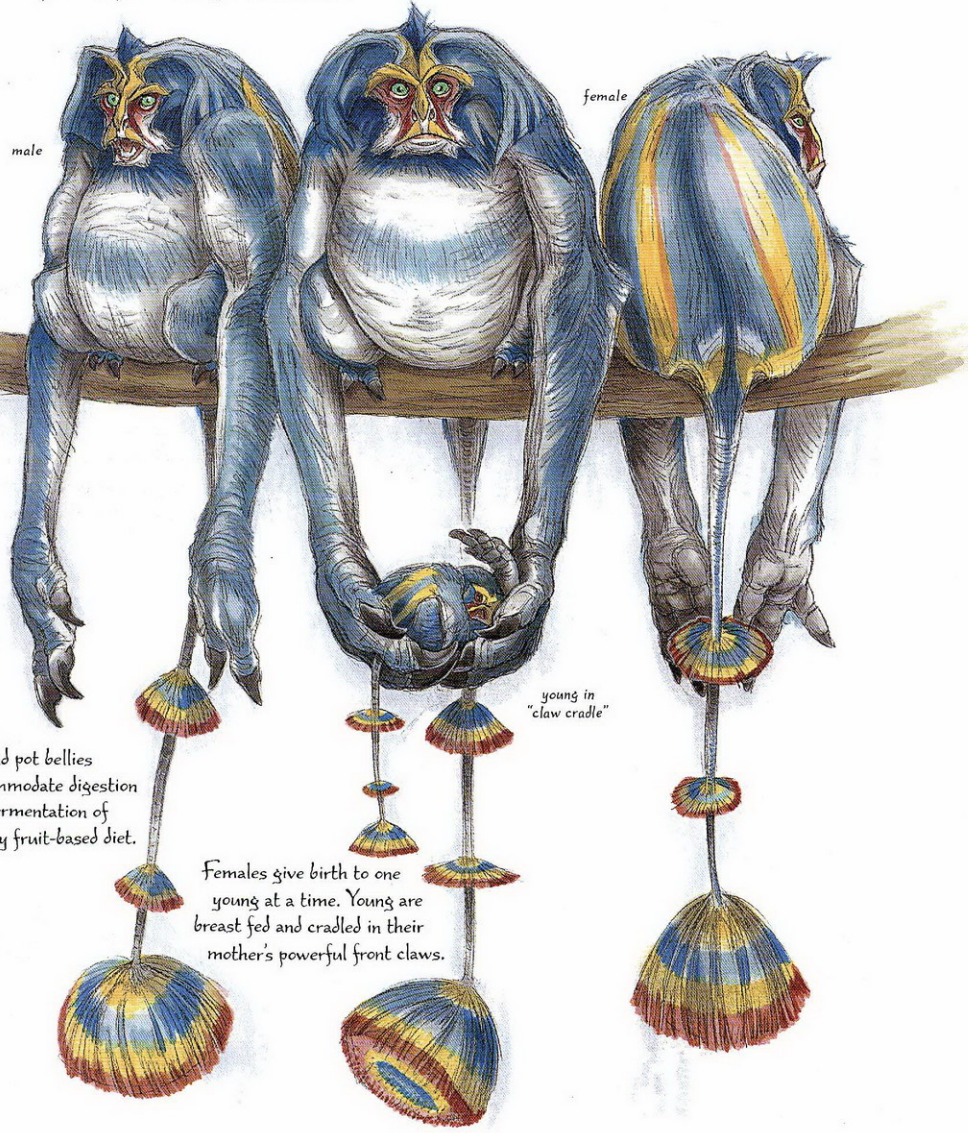
POINTS OF INTEREST: Great Temple, *Massassi* Temples,
Exar Kun's Temples

Yavin 4 is the fourth moon orbiting the giant gas planet Yavin in an Outer Rim star system of the same name. It is lush and semi-tropical. Most of the landmasses are jungle-like, with large ravines, valleys, and gorges gouged into the volcanic rock by wide rivers and quickly running streams. Once home to the *Massassi*, whose ancient temples still dot the landscape, Yavin 4 hosts diverse and exciting flora and fauna. Plants such as the blue leaf shrub, the climbing fern, the nebula orchid, and the grenade fungi, along with the stately *Massassi* trees, provide shelter and foundation for the moon's complex and fairly savage food chain. *Woolamanders*, *sintarils*, whisper birds, *runyips*, and *piranha beetles* are just a few examples of the fascinating and generally dangerous creatures inhabiting the landscape. The fauna on Yavin 4 is so profuse that, to study it, all one has to do is sit quietly in one place and soon several of the participants in this biologic parade will appear before you.



WOOLAMANDERS

Semi-intelligent, primate-like mammals, woolamanders live in troops of up to 20 individuals in the upper reaches of the *Massassi* trees. Males have loose throat pouches for morning vocalizations.



male

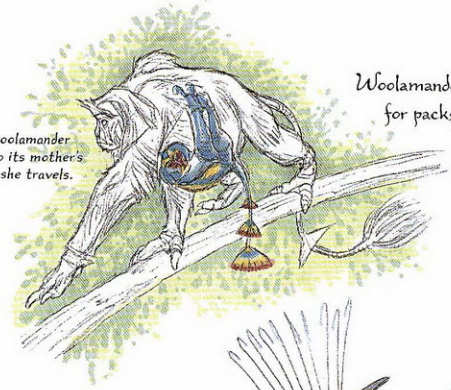
female

young in "claw cradle"

Round pot bellies accommodate digestion and fermentation of largely fruit-based diet.

Females give birth to one young at a time. Young are breast fed and cradled in their mother's powerful front claws.

Young woolamander clings to its mother's belly as she travels.



Woolamanders are constantly alert, always on the lookout for packs of sinterils, their main predator.

SINTARILS

These rapacious tree-dwelling rodents swarm together to overtake prey (mainly woolamanders and whisper birds). Always on the move, even their young are born in transit (litters of four to five).

Their metabolisms are extremely high; sinterils must eat often or they will starve to death in a couple of hours. Hungry sinterils will turn on each other as a last resort, cannibalizing the weaker among them.



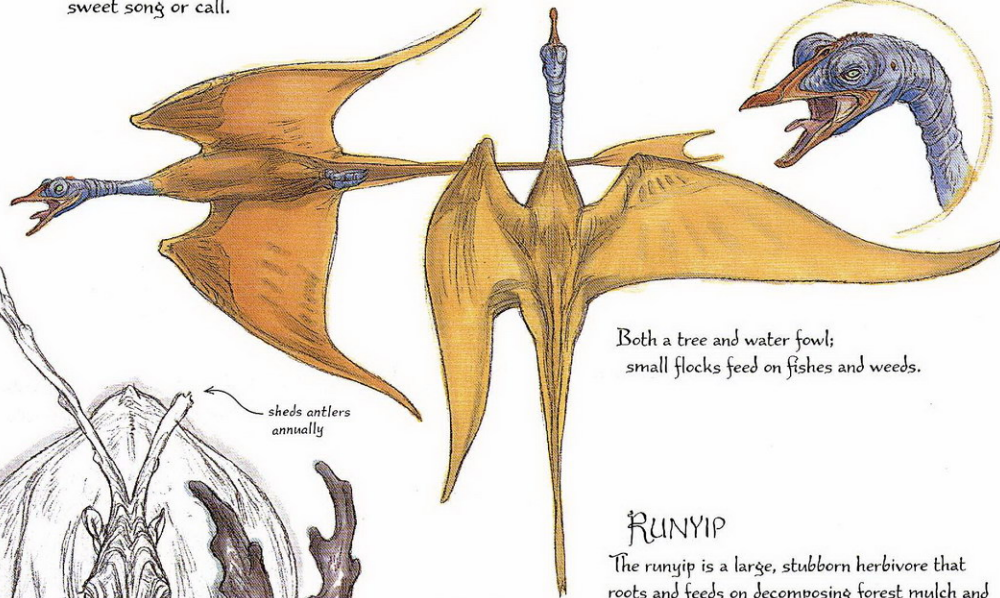
Sharp teeth puncture and hold.

knobby, hairless tail for balance

Woolamanders escape by leaping.

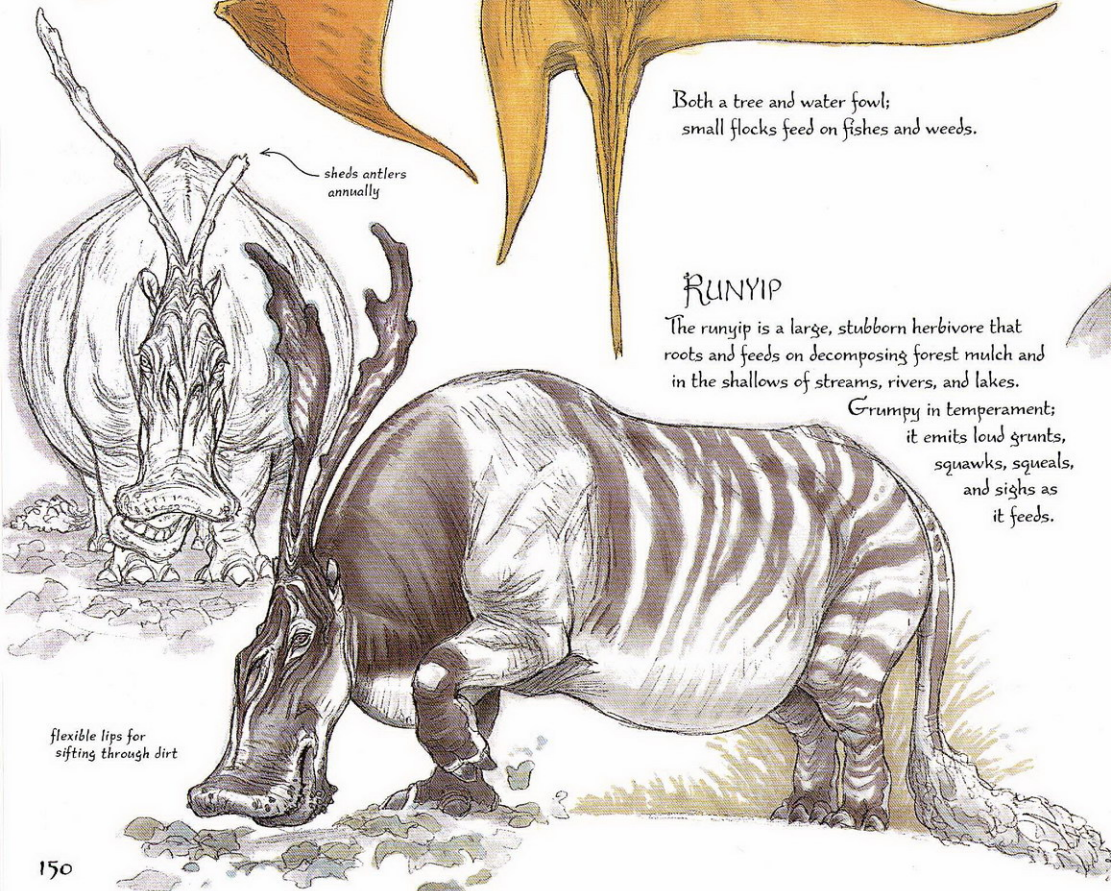
WHISPER BIRDS

Avians with brilliant plumage, whisper birds are so called for their silent flight and low, sweet song or call.



Dexterous tongue aids vocalizations.

Both a tree and water fowl; small flocks feed on fishes and weeds.



sheds antlers annually

RUNYIP

The runyip is a large, stubborn herbivore that roots and feeds on decomposing forest mulch and in the shallows of streams, rivers, and lakes.

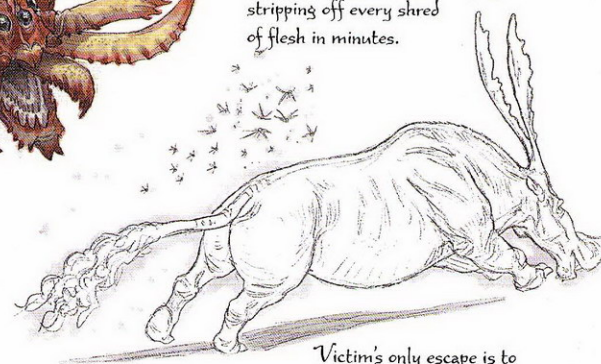
Grumpy in temperament; it emits loud grunts, squawks, squeals, and sighs as it feeds.



Three sets of slashing jaws work alternately and in tandem.

PIRANHA BEETLE

Flying, carnivorous insects, piranha beetles swarm over prey, stripping off every shred of flesh in minutes.



Victim's only escape is to dive underwater.

ANGLER Crustaceal mollusk that "fishes" for underwater prey by dangling root-like tentacles/claws below water's surface.



multi-ocular

Amorphous underwater form of pinkish salamander, also called mucous salamander.

PINKISH SALAMANDER

This amphibious reptile has a molecular structure that "loosens" underwater. Body cells become porous and amorphous, held together randomly by a subtle electric current. In this state it can pass through anglers' clutches. Regains solidity back on land.



Multiple sets of eyes allow simultaneous vision above and below the water.

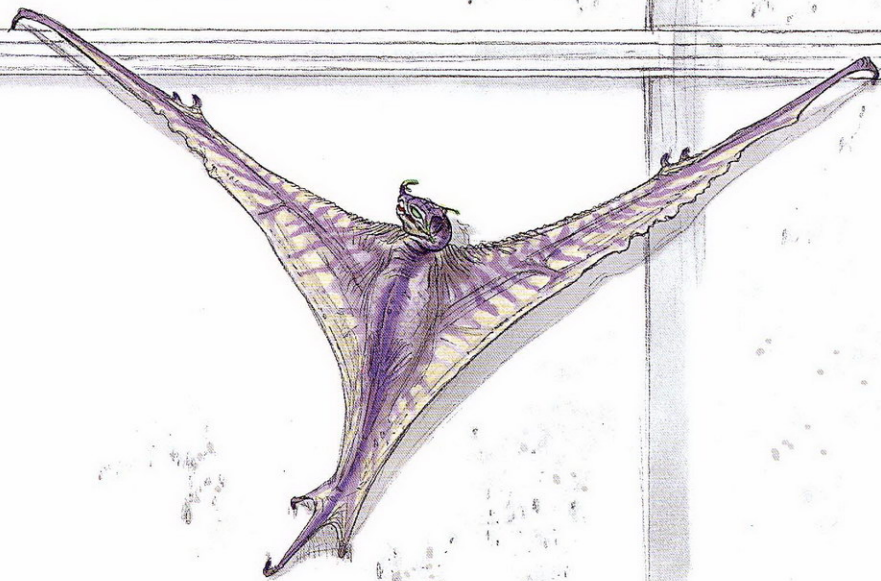
AQUATIC GUNDARK



A medium-size predator, the aquatic gundark stalks the shallows of streams and lakes for runyips and whisper birds.

Note: Several animals throughout galaxy called "gundarks," synonymous with "surlly." Most not related.

CORUSCANT



PLANET INFORMATION

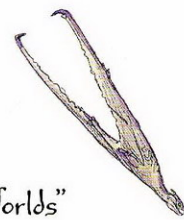
TERRAIN: Planetwide City

SPECIES: Humans, Various


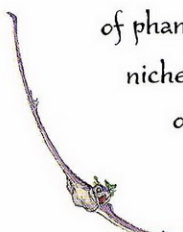
LANGUAGE: Various

ATMOSPHERE: Oxygen Mix

POINTS OF INTEREST: Senate, Jedi Temple



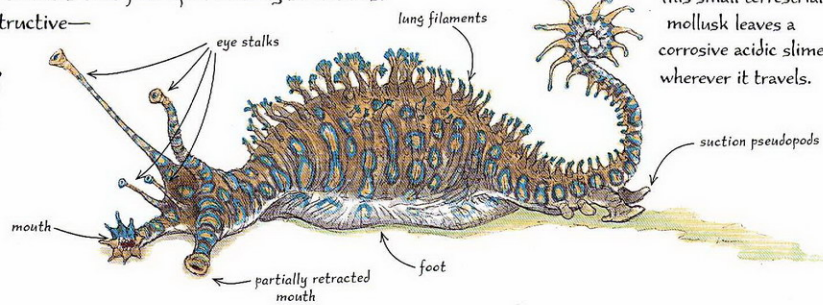
Coruscant, known as the “Jewel of the Core Worlds” because of its social, political, economic, and artistic importance, is a completely urbanized planet, its surface covered by one enormous, multileveled city. There are varied temperature zones here—cooler poles, hot tropics—but the planet’s dense developmental pattern has homogenized them a bit. Aside from some small parks and a handful of large estates, no wilderness areas truly exist, and as a result, most of Coruscant’s native species long ago died off. The sprawling architecture mimics natural ecosystems to some degree, allowing for the development of phantom ecologies basically occupied by animals and niches brought to Coruscant from other worlds or mutated from original species. There is a high level of industrial pollution on Coruscant, and many species have adapted to it, such as by developing immunities.



Though the high level of intergalactic wildlife trading creates havoc in natural ecosystems, it provides a unique vantage point from which to observe the vast array of interstellar creatures and species.

SILICA PARASITES

Granite slugs, duracrete worms, and shadow barnacles are silicon-based invertebrates that feed upon building structures. They are very destructive—annually causing millions of credits' worth of damage.



GRANITE SLUGS

This small terrestrial mollusk leaves a corrosive acidic slime wherever it travels.

DURACRETE WORM

External gill filament can be withdrawn into mouth.

A large (three to five meters long), slow-moving helminth, or parasitic worm. Occupies the lower portions of buildings, eating through foundations and plumbing. Reproduce by parthenogenesis.

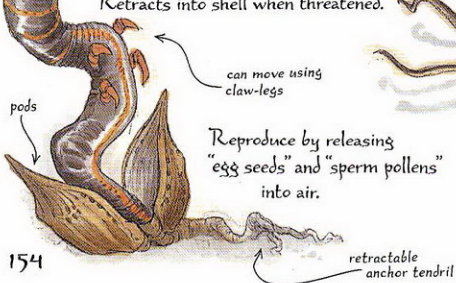


SHADOW BARNACLE

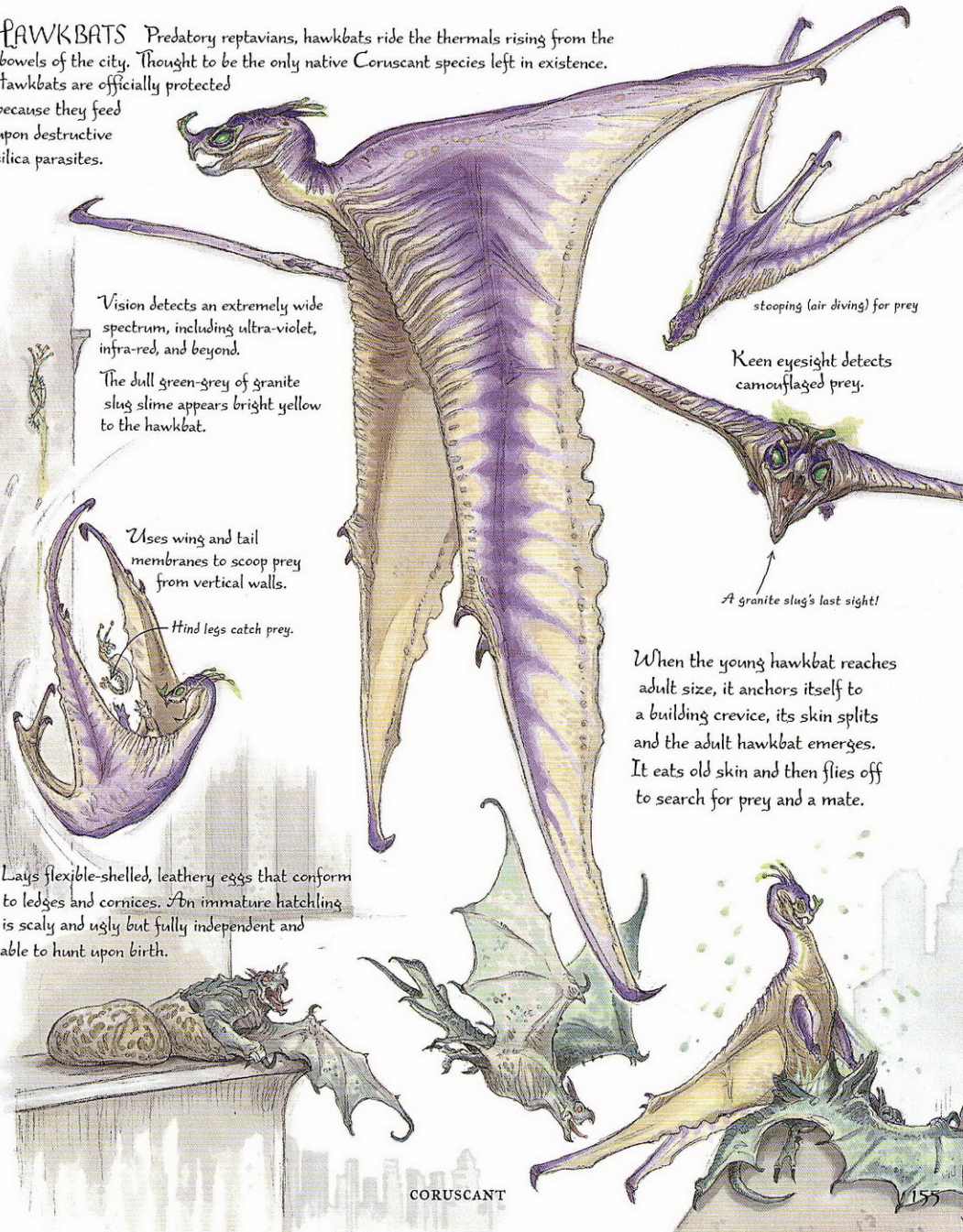
This small crustacean anchors to buildings by feeder roots through which it absorbs nutrients. Retracts into shell when threatened.

can move using claw-legs

Reproduce by releasing "egg seeds" and "sperm pollens" into air.



HAWKBATS Predatory reptavians, hawkbats ride the thermals rising from the bowels of the city. Thought to be the only native Coruscant species left in existence. Hawkbats are officially protected because they feed upon destructive silica parasites.



When the young hawkbat reaches adult size, it anchors itself to a building crevice, its skin splits and the adult hawkbat emerges. It eats old skin and then flies off to search for prey and a mate.

MUTANT "RATS"

These giant (up to three meters, 300 kilograms), nearly skinless, rapacious rodents inhabit the lower reaches and sewers. Origin unknown.

Mutant rats travel in packs and construct nests with litters of 10 pups or more.

Powerful teeth and jaws wreak havoc on water and utility lines.

mouth lined with cankerous sores

skin covered with fat deposits and benign tumors

These "rats" happily feed on duracrete worms—their only benefit to residents of Coruscant. They are otherwise feared and despised.



DIANOGA

Large mollusks found throughout the universe, dianogas are used by many in sewage treatment.

Origin believed to be the planet Vodran. Favors warm, watery environments, but can survive radical shifts in temperature, including boiling. Impervious to pollution.

eye and ocular stem

Grows up to 20 meters in diameter.

mouth on bottom of body

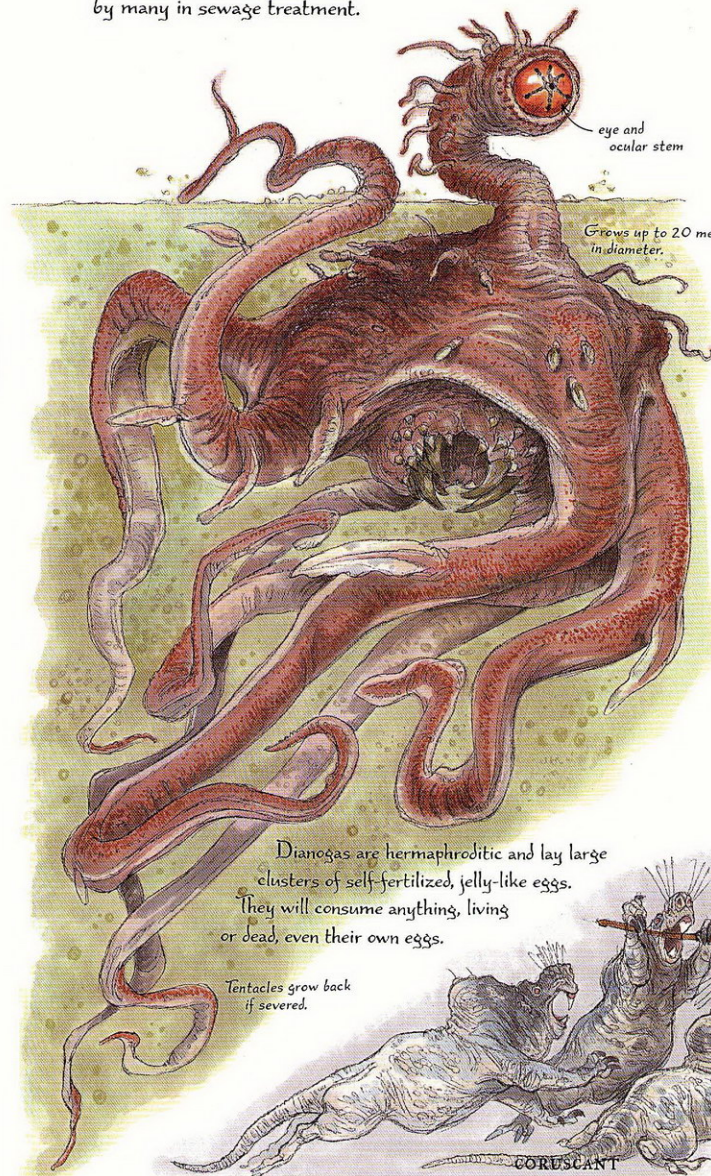


an occasional residential problem when sewers back up

Homeless and fugitive residents who wander the lower levels of Coruscant often fall victim to roving packs of mutant rats or hungry dianogas.

Dianogas are hermaphroditic and lay large clusters of self-fertilized, jelly-like eggs. They will consume anything, living or dead, even their own eggs.

Tentacles grow back if severed.



THE ANIMAL TRADE

Coruscant, a vibrant galactic commercial hub, has a thriving animal economy. Traders, brokers, trappers, and hunters bring species from all over the universe to dealers, who sell the animals as pets, zoo animals, livestock, etc. Some of these enterprises are sanctioned, some are nefarious.

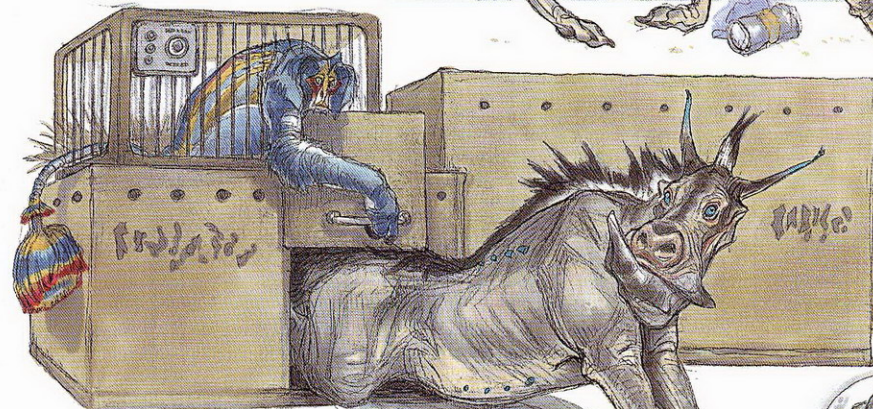
Officials usually look the other way.



a legitimate, well-run Coruscant pet store

Many pets—like this energetic whisper bird—escape and thrive!

Packs of escaped, adaptable anoobas, imported from Tatooine, roam Coruscant alleys looking for prey.



animal quarantine cages in Ports of Call holding areas

Escape is accomplished in many ways.

Obviously, nocturnal foot traffic in certain areas is highly risky.

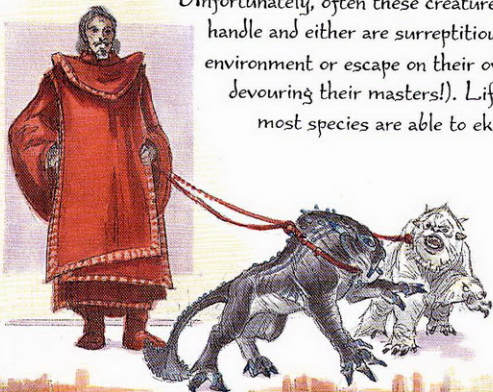


howling at the moon

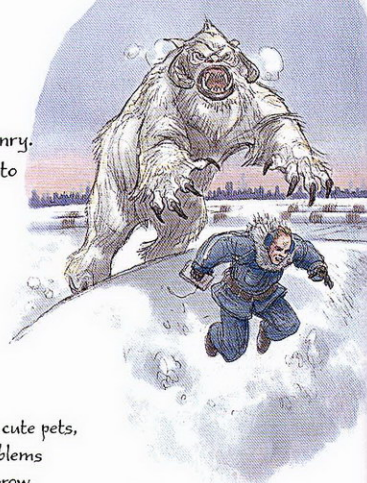
FUGITIVES

Many exotic "trophy" species are smuggled in for the pleasure of citizenry.

Unfortunately, often these creatures become too dangerous to handle and either are surreptitiously released into the environment or escape on their own (sometimes after devouring their masters!). Life is persistent, and most species are able to eke out an existence.

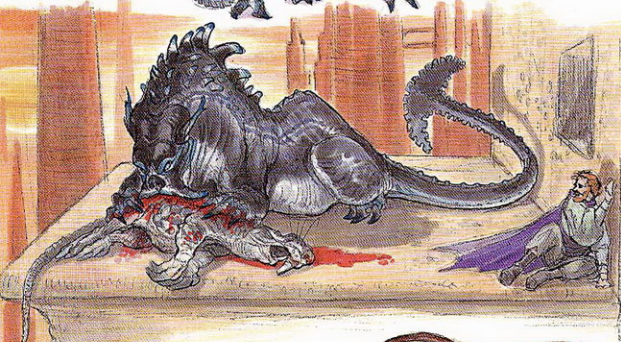


Young narglatches make cute pets, but invariably cause problems once they begin to grow.

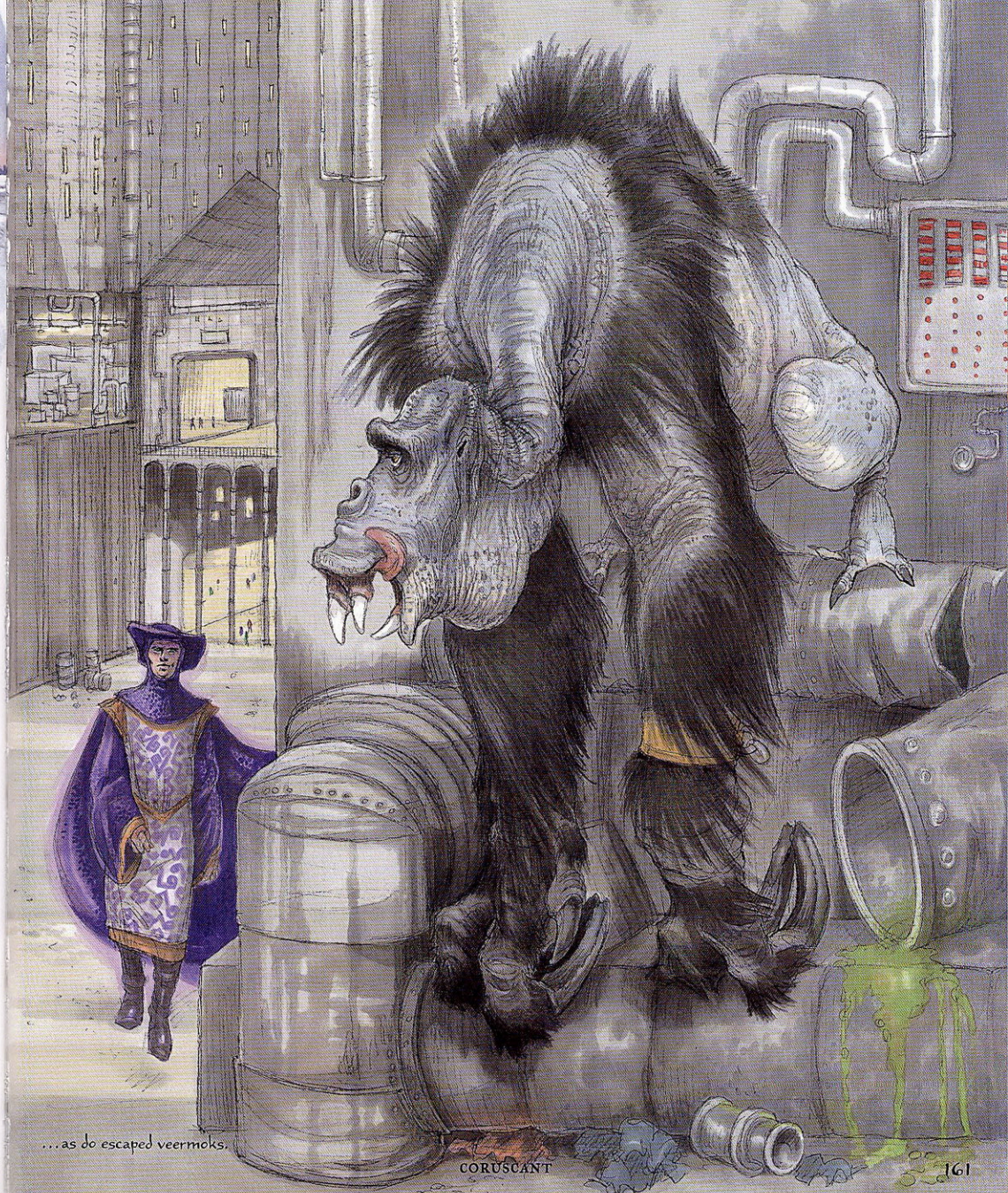


Renegade wampas have instinctively migrated to Coruscant's cooler polar regions.

A canny narglatch consumes a mutant rat while keeping an eye on a cornered victim that he intends to have for dessert.



Like anoobas, saw-toothed granks range the lower levels of Coruscant and feast upon garbage and unfortunate life forms...



...as do escaped veermoks.

CORUSCANT



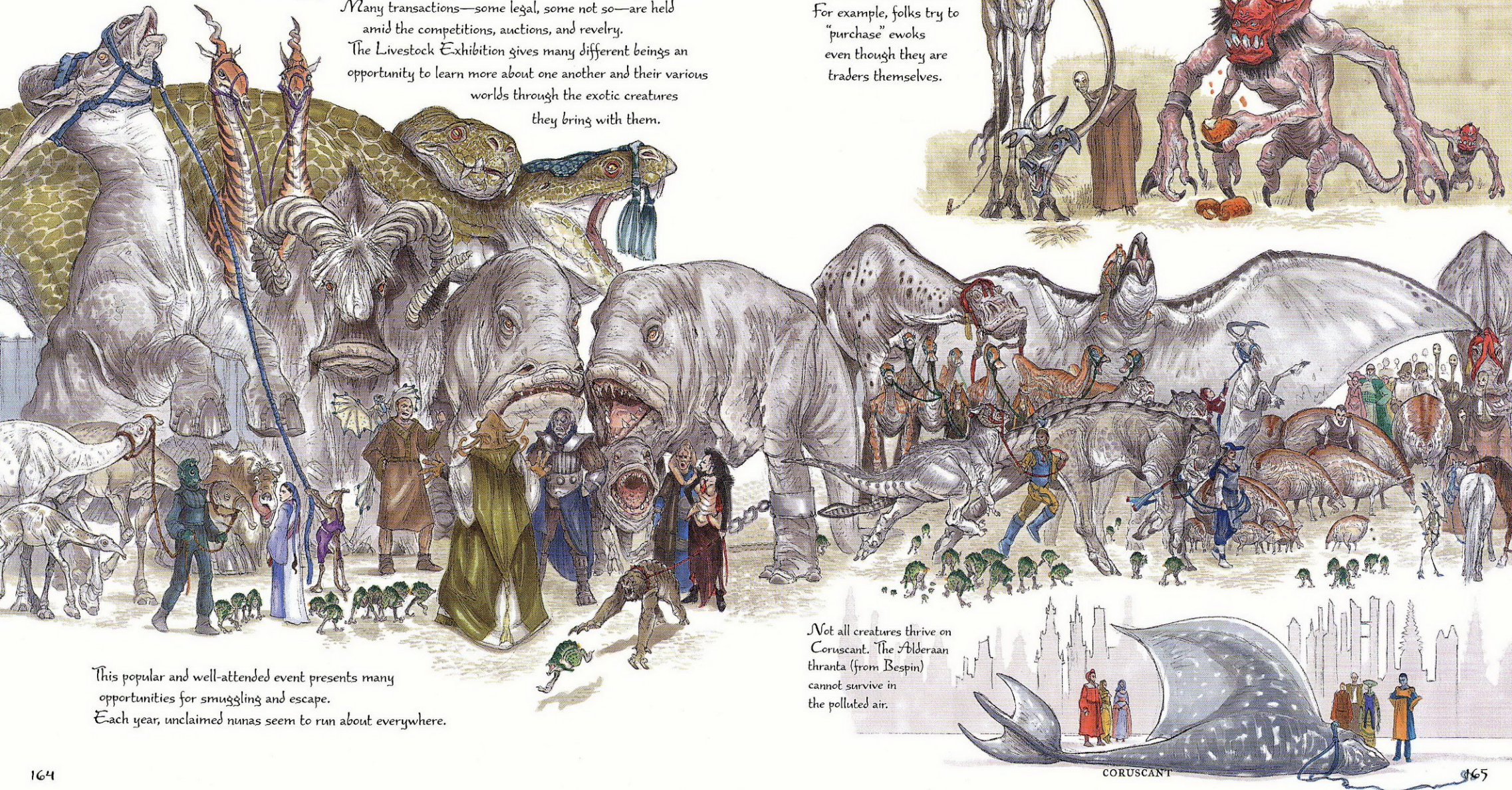
Circuses, carnivals, and spectacles featuring exotic species from all over the galaxy visit Coruscant every year. They are very popular and give many their only chance of seeing rare animals.

CORUSCANT LIVESTOCK EXCHANGE AND EXHIBITION

Every year, the largest livestock fair in the galaxy is held in the stables, corrals, and halls of the Grand Symposium, a major event for animal dealers and traders of all sorts.

Many transactions—some legal, some not so—are held amid the competitions, auctions, and revelry. The Livestock Exhibition gives many different beings an opportunity to learn more about one another and their various worlds through the exotic creatures they bring with them.

Sometimes it's hard to tell which creatures are traders and which are livestock. For example, folks try to "purchase" ewoks even though they are traders themselves.



This popular and well-attended event presents many opportunities for smuggling and escape. Each year, unclaimed nunas seem to run about everywhere.

Not all creatures thrive on Coruscant. The Alderaan thranta (from Beshpin) cannot survive in the polluted air.

Being the diplomatic headquarters of the galaxy, Coruscant hosts countless diplomats and ambassadors who establish permanent or semi-permanent residencies on the planet. These diplomats naturally bring pets from their own home planets and/or acquire additional creatures during their tenure. They keep these creatures as mementos and sometimes give them as gifts.

They keep these creatures as mementos
and sometimes give them as gifts.

Wildlife care and acumen are signs of civic pride and status among the ambassadorial class.

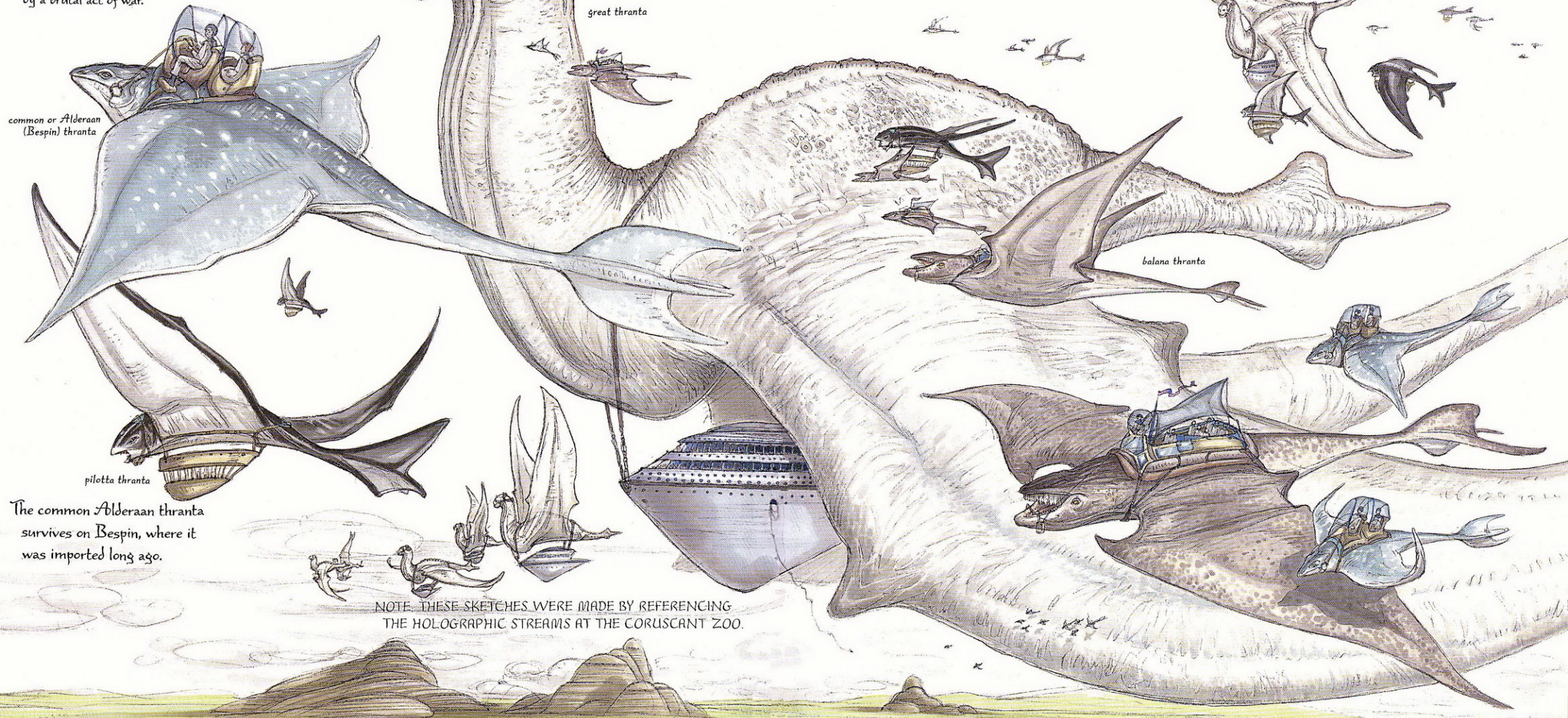


ALDERAAN

Sadly, some species no longer exist due to environmental erosions, astronomical disasters, and natural depletion. Such is the case for the bulk of species that lived on Alderaan, a planet destroyed by a brutal act of war.

THRANTAS Many species of thranta, all of them majestic and awe-inspiring, thrived on Alderaan. Reptavians, buoyed by airsacks under their skin, these gentle giants were used mainly for transport.

They fed upon airborne zooplankton and small flying creatures. Only a few of the species are pictured here.



common or Alderaan
(Bespin) thranta

great thranta

pilotta thranta

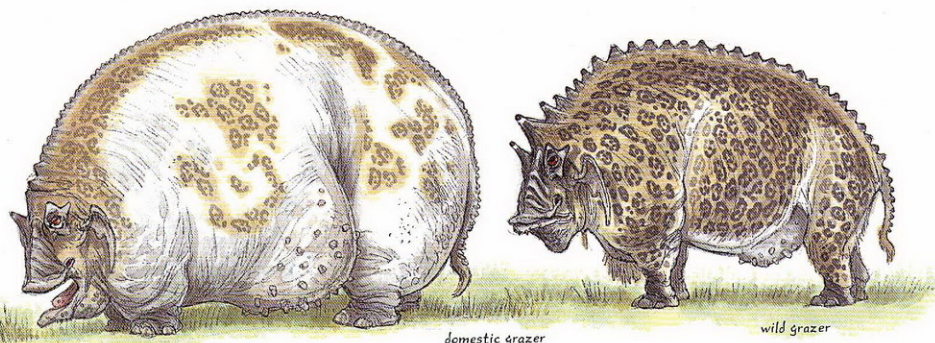
balana thranta

The common Alderaan thranta survives on Bespin, where it was imported long ago.

NOTE: THESE SKETCHES WERE MADE BY REFERENCING THE HOLOGRAPHIC STREAMS AT THE CORUSCANT ZOO.

MORE LOST SPECIES FROM ALDERAAN

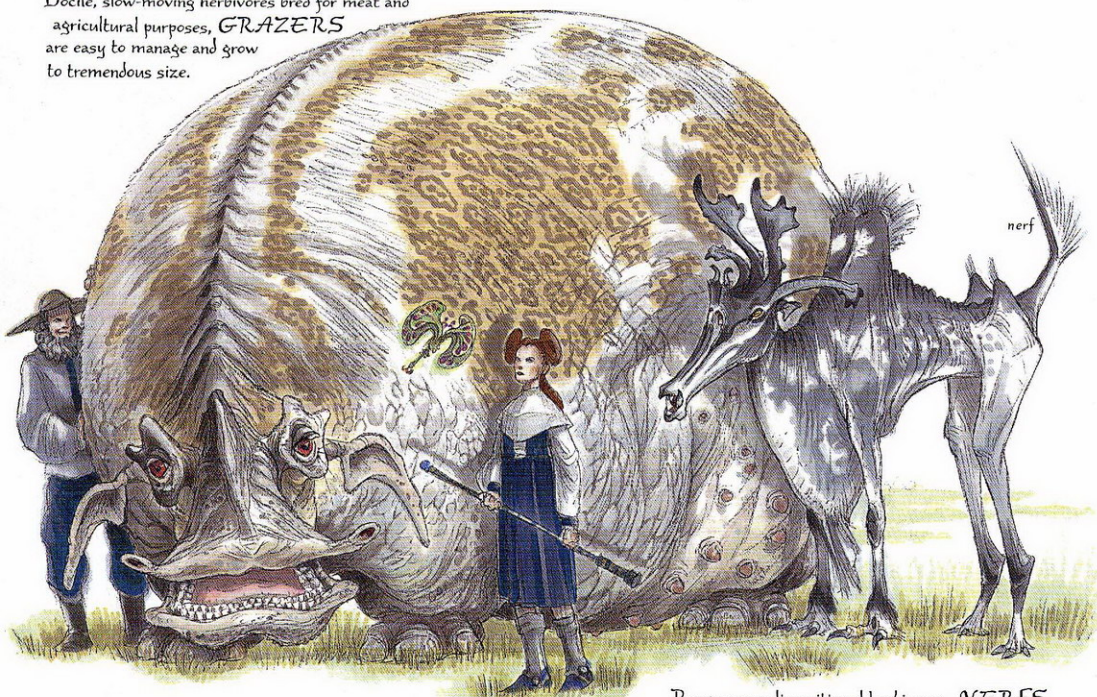
Besides the common thranta, only two other native Alderaan species survive, chiefly due to their exportation as livestock: grazers and nerfs.



domestic grazer

wild grazer

Docile, slow-moving herbivores bred for meat and agricultural purposes, **GRAZERS** are easy to manage and grow to tremendous size.



nerf

Rangy, sour-dispositioned herbivores, **NERFS** produce the most delicious (and expensive) steaks on their flanks. Tend to spit when irritated.

A few lost species recorded on hologram include the **WOOLLY MOTH** (pictured below, and in its caterpillar form) and curious reptavians known commonly as "stalking birds." These flightless, two-legged carnivores marched in formation and speared their prey as it leaped out of grasses before them.



woolly moth



caterpillar



The name of this lovely, dainty creature is forever lost to us. It is presumed to have fed on insects and nectar.



stalking birds

CORUSCANT

NEW ARRIVALS

Species never before displayed at the Exhibition until this writing include the following:

An amphibian indigenous to the planet *Myrkr*, the *YSALAMIRI*'s bioelectrical system blocks detection by the Force. Used to evade Jedi Knights.



A tiny deadly parasite from *Nam Chorios*, the *DROCH* is very prolific. It is responsible for the Death Seed Plague.

ORBALISKS are parasitic arthropods that grow and multiply upon humanoid skin to form body armor over victims.



orbalk underside

Little is known about the *ENERGY SPIDER* from *Kessel*, except that it thrives near nuclear battery boxes.



An attractive cage bird, the *NEIMOIDIAN PYLAT BIRD* has a melodious, soothing song. It is very territorial. Native to *Neimoidian* mountains.

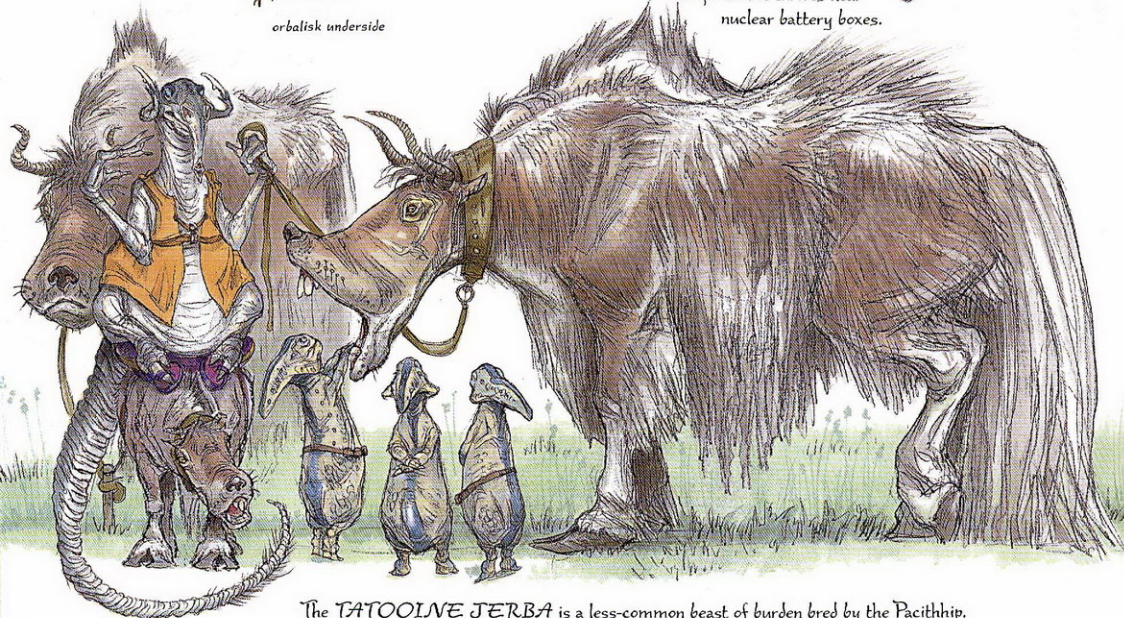
NEIMOIDIAN NEEKOFLIGHTS are comedic cage birds with a beeping squawk. Native to *Neimoidian* rainforests.



membranous neekoflight display crest

Native to the *Gungan Swamp*, the *BURSA* is carnivorous and feeds upon various large herbivores, particularly motts. Bursas can be trained to dance on their hind legs. The *Vulpine Armaran* natives have started to capture bursas and breed them for export.

A mother *Pacithhip* is curious about the bursa—she is considering buying one to resell to *Hutts*.



The *TATOOINE JERBA* is a less-common beast of burden bred by the *Pacithhip*.



amaran dealer

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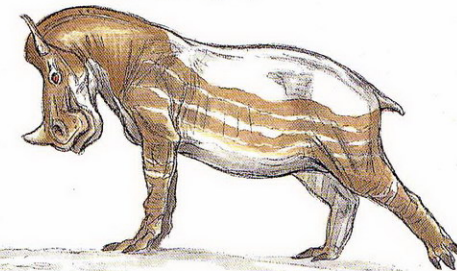
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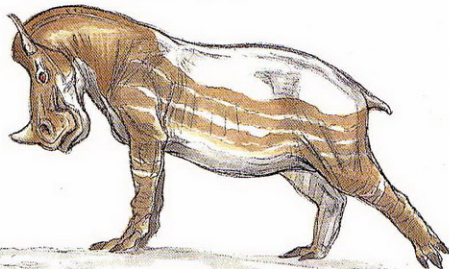
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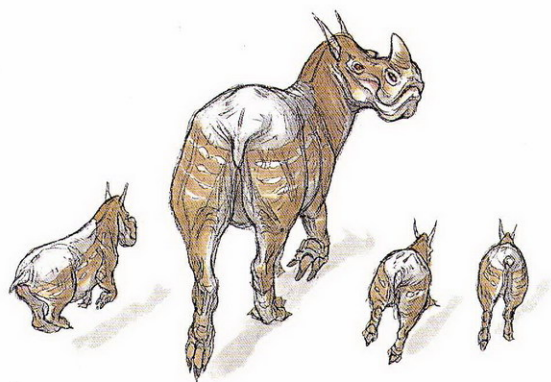
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The *Star Wars* universe is a vast and varied place, populated with an amazing array of creatures. These fascinating fauna have been captured here in the only comprehensive annotated field journal of its kind. Many years of extensive study and on-site observation have gone into these renderings, and great risk taken to learn about the natural habitats of all of the creatures. From the ice fields of Hoth and the pastures of Naboo to the concrete jungle of Coruscant and the intense heat and wind of Tatooine, identify and learn about the mating habits, feeding patterns, herding instincts, and defense mechanisms of these incredible beings. This extraordinary field guide provides the ultimate look at the wildlife of *Star Wars*.



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