

Species of Calabria and Beyond

- Antelope †
- Armadillo
- Badger
- Bat
- Bear
- Boar
- Camel *
- Cat, Common
- Cattle
- Centipede *
- Cheetah
- Chicken *
- Cobra †
- Coyote
- Crane *
- Crocodile †
- Deer
- Dhole
- Dog, Common
- Donkey
- Dragon *
- Elephant *
- Falcon †
- Fox, Gray
- Fox, Red
- Giraffe †
- Goat
- Gorilla
- Hedgehog †
- Hippopotamus †
- Horse
- Hyena *
- Ibis †
- Jackal
- Lemur †
- Leopard *
- Lion
- Lynx
- Mongoose †
- Monkey
- Mouse
- Ostrich †
- Otter
- Owl †
- Ox *
- Panda *
- Pangolin †

- Panther
- Peafowl *
- Porcupine
- Qiling *
- Rabbit
- Raccoon
- Rat
- Raven
- Red Panda *
- Rhinoceros
- Scorpion *
- Seal †
- Secretary Bird †
- Sheep *
- Shrew
- Shrike †
- Skunk
- Snake *
- Sparrow
- Spider *
- Squirrel
- Tiger
- Toad *
- Tortoise *
- Viper *
- Vole
- Vulture †
- Water Buffalo †
- Weasel
- Wildebeest
- Wolf
- Yak *
- Zebra †
- Zhuque *

*: Found in *Book of Jade* †: Found in *Book of Horn and Ivory*

Notes

The canonical major political families are majority mono-species, with members of other species either organized in affiliated minor Houses or folded in via adoption. This needn't mean much to a player character, though if you have designs to infiltrate a Great House, being of a matched species makes things just a little easier! The *Avoirdupois* are Horses; the *Bisclavret* and *Phelan* are Wolves; the *Doloreaux* are Boars; and the *Rinaldi* are Foxes.

Reptiles, insects, and the supernatural-tinged Jade species (Qiling and Zhuque) are rare in Calabria. We won't be playing out fantasy Orientalism here, but playing one of these species can mean your character goes a long time between meeting anyone new who looks like them, with whatever RP implications that holds for you!

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