

# HELICOID PINNO' GRATH

- ▶ **Length:** 650cm
- ▶ **Height:** 150cm at the hip, 220cm to the tops of their heads
- ▶ **Weight:** 45lbs
- ▶ **Classification:** Cob'li po-fea
- ▶ **Life expectancy:** 70 years
- ▶ **Diet:** Carnivore



The pinno' grath is one of the dominant species of Kaleida. It is an apex-predator which has come under an agreement not to eat visiting off-worlders. Pinno' grath are known for being forthright and blunt, but they are not callous.



Pinno' grath are cold-blooded, feathered, apex-predators. They have strong legs and can run up to 40mph in short sprints. Their feet are strong enough to allow them to grip vertical surfaces, so they can climb trees and cliffs in pursuit of prey if required.

Like most cob'li po-fea they have six limbs. The main pair of forelimbs are winged and powerful, with long, strong claws. The minor limbs are rarely used and usually remain tucked against the pinno' grath's flanks.

## *Gliding*

While the ability to glide is on the verge of evolving out of this species, they are still just about capable of maintaining a glide over short distances. Usually they do this to ambush prey from above by gliding down from a vantage point.

## *Lower Jaw*

The famous spiralled lower jaw has been present in this species for a long time, as the fossil record attests. Individuals have verbally confirmed that a tight spiral is a sign of a strong, mature adult, and also indicates that they are a successful hunter (and therefore a good choice of hunting partner) and come from vigorous stock (so they make a good choice of breeding partner).

### *Reproduction*

Pinno' grath give birth to live young, and a brood can contain from 2 to 12 youngsters, which are known as "grathlings". Grathlings are ready to walk within moments of being born and will follow their mother as she hunts for food until she returns to the community, when they separate from her to live as a group.

Mating can occur at any time of the year. Females release pheromones when they're in season. Many females have a keen awareness of the pressure that having offspring puts on them, and therefore do not always consent to mate. Over her lifetime the average female pinno' grath will have 8 litters.

### **Intelligence**

Pinno' grath are intelligent enough to have devised a basic language, to learn words from others' languages, and to have an understanding of tools. However, they do not tend to make their own tools, and instead choose to hunt using their teeth and claws. The other dominant species have different body types to the pinno' grath, meaning that some of the tools that those species make are unusable to the pinno' grath.

### **Medical Conditions**

The independent, self-sufficient nature of this species means that a) they are unlikely to seek help for medical complaints, meaning that they remain poorly documented if documented at all and b) most individuals who are sick enough to impact their hunting ability tend to die. Regardless, notable medical issues will be added to this profile as they are discovered.

### *Ectothermia*

While this is not a medical condition - pinno' grath are naturally cold-blooded - it is worth mentioning here that the mukash and kasulam base some of their survival strategies on the daily torpor the pinno' grath enter each night.

### *Scab Cap*

This is a fungal skin infection. The fungus usually passes from one sociable predator to another, and grows from open wounds, covering them with a white mushroom cap. See *Scab Cap Lore Bible* for further details.



## Geographical Distribution



Pinno' grath prefer white environments for hunting so are usually found either in, or near to, limestone-rich areas or locations densely packed with white-leaved plants such as gennaibus.

### *Changes to Natural Geographical Range*

Pinno' grath are evolving to live in arid areas, as they have reliable access to water due to their deal with the mukash. This deal occurred so many generations ago that the pinno' grath now have a minor dependency on the mukash for their survival, which disincentivizes the pinno' grath from breaking the deal by hunting mukash or kasulam.

In terms of their physical appearance, their white/pale colouration camouflages the pinno' grath with the desert sand and in limestone, which allows for easier hunting there.

## **Settlements**

Pinno' grath don't tend to form strong communities; it is more appropriate to describe the groups they form as populations. However, they do have favoured places to sleep and bask that individuals will consistently return to. These places are visited by multiple pinno' grath every 24 hours, and this forms a core community.

The most notable communities are as follows, and all are found in South Oplayn:

### *Desert Settlement*

Not to be confused with the Desert Tribe, which is made up of mukash and kasulam, but named after it nonetheless. The Desert Settlement is situated approximately 20 miles away from the Desert Tribe, with the Settlement centering around a minor network of limestone caves.

### *South Settlement*

Approximately 20 miles directly south of the Desert Settlement and a similar distance from the Desert Tribe, the South Settlement lies at the fringe of the desert. The pinno' grath who live here tend to venture further into the grassland for food, and this brings them into contact more often with mukash and kasulam.

### *North Settlement*

Lies in a different desert to the Desert and South Settlements. This is the closest pinno' grath community to the Sunset Cathedra.

This community has the most sustained contact with the mukash and kasulam, and as a result are the best integrated with them. That isn't saying much, but given the choice, a mukash or kasulam will choose to work with pinno' grath from this tribe.

### *East Settlement*

Situated relative to the North Settlement, this community inhabits another set of caves.

## **Position in Ecosystem**

The pinno' grath are apex predators, and have been since long before their elevation to dominant species status.

## Technology

Pinno' grath take little to no interest in technology or the sciences. The few ways in which they do interact with technology are generally passive.

## **Technological Age**

The pinno' grath might be said to be in a pseudo-stone age. They do not use tools themselves, and lack an opposable thumb. However, they are capable of understanding the use of tools and of requesting help to use tools (e.g., having a researcher place a translation device around their necks), so can be argued to have entered the stone age.

## **Agriculture**

Overall, pinno' grath do not organise their food source via agriculture. The closest this species gets to agriculture is that many individuals memorise naturally occurring gluts of prey, such as spawning events. In addition, pinno' grath will often exploit their relationship with the mukash and kasulam to get food with relative ease if required.

## **Language**

Pinno' grath have their own, simple language, which is known simply as "pinno' grath". Aside from this they can and often do learn words from the mukash-kasulam language when dealing with them, although they tend to only learn the words they need.

## **Energy Usage**

Despite being cold-blooded, pinno' grath have not learned how to make their own fires. Since the IUPC's arrival (see *Kaleida* profile for more information about the IUPC) and the subsequently common sight of off-worlders warming themselves around fires, young pinno' grath are beginning to learn to keep themselves warm this way.

This has had a positive impact on bonding between pinno' grath and other species. It has also had a negative impact on the secrecy that the mukash-kasulam communities have maintained over the millennia over the source and quantity of the water the desert tribes generate. As a result, this situation is in a somewhat delicate state, as this secrecy was intended to give the mukash and kasulam extra leverage for when pinno'

grath tried to breach the deal. The closer relationships between the pinno' grath and other species due to bonding while sitting around campfires is reinforcing mutual trust, but is not foolproof: pinno' grath still sometimes hunt their partner species.

Over all, the tribal leaders are cautiously optimistic but continue to monitor the situation carefully.

### **The Sciences**

Pinno' grath take little to no interest in the sciences.

### **Sanitation**

Pinno' grath make no particular arrangements for maintaining good sanitation, but will usually eliminate during the day while hunting. Those who are well enough socialised to play an active role in off-worlder communities are generally considerate enough to relieve themselves away from the camp.

### **Industry**

Pinno' grath have not developed their own industries.

## History

The pinno' grath have mostly kept to themselves aside from their tendency to hunt, so their history is mostly straightforward.

### **Evolution / Genesis**

The helicoid pinno' grath evolved on the continent of Wesserty, mostly within the extensive limestone region. This led to them developing their pale skins.

They continued to be able to fly until relatively recently in their evolutionary history. This allowed them to fly across the ocean to North Oplayn. They settled there and gradually spread south. Their descendants were most successful in the desert and limestone of the south, and that has become this species' modern stronghold.

### **Timeline**

#### *New Difficulties Hunting Kasulam - 2 million years ago*

The kasulam began to form a cooperative relationship with the athmook, which were far harder than the kasulam for the pinno' grath to hunt due to their sensory acuity; athmook had light-sensitive patches on the backs of their heads, allowing them to spot predators behind them. As the athmook had begun to look out for predators on behalf of the kasulam, the pinno' grath could no longer easily hunt them. As a result, the pinno' grath gave up trying.

Subsequently, kasulam numbers increased.

#### *Development of Pinno' Grath Speech - 100,000 years ago*

Helicoid pinno' grath began to develop their language at around this time.

#### *The Teasing - 50-20,000 years ago*

During this 30,000 year stretch, kasulam (specifically the frilled kasulam species) became increasingly ornate due to a number of genetic mutations, making them a more conspicuous target for the pinno' grath. However, while they became more conspicuous, they remained difficult to catch.

The kasulam occasionally established burrows for themselves independently of the athmook (hereafter called the "mukash"), and these were much easier for the pinno' grath to catch. Independent kasulam populations were decimated, leaving only those who kept an allyship with the mukash.



### *The Feasting - 6-1,000 years ago*

The kasulam mutated further, including a couple of mutations that allowed them to camouflage themselves better - namely, fin translucency and 'motley' patterning that broke up the kasulams' outlines. Once again, new burrows were established independently of the mukash.

These new burrows were successful until two new mutations arose in kasulam populations: smooth-face and big-brow. Both inhibited the affected individuals from evading predators, and the pinno' grath took advantage. The smooth-face mutation allowed pinno' grath to outpace affected kasulam in their own burrows. Big-brows were unable to see threats approaching from above, so the pinno' grath had great success in ambushing them from above.

Smooth-face and big-brow kasulam sought the protection of the mukash, and the cooperative relationship was reaffirmed, once again preventing the pinno' grath from taking advantage of this plentiful food supply.

### *The Water Deal - 1,000 years ago*

The helicoid pinno' grath had become the most successful of the pinno' grath species in South Oplayn. This put them in frequent contact with mukash-kasulam burrows.

The kasulam themselves had lost almost all of their culturally-ingrained vigilance for danger in addition to remaining highly conspicuous. As a result they unwittingly flaunted themselves while above ground by performing courtship dances, which frequently encouraged pinno' grath attacks.

One mukash named Maika, who came from a sub-desert burrow, acted to fix this problem. Her particular burrow had always experienced difficulty securing enough water, and Maika suspected that the pinno' grath often went thirsty, too. She designed a system to capture dew overnight by making and hanging string, which her kasulam burrow-mates made for her at her request.

Once she had made her first dew-harvesting mechanism, she began to offer drinks to visiting helicoid pinno' grath. The local pinno' grath came to associate their burrow with water, not food, and became less aggressive. As Maika made a habit of sharing drinks with the pinno' grath, she began to learn a few words of their language. Over a number of months, an uneasy truce developed in which the pinno' grath agreed not to hunt the mukash or kasulam in return for a regular supply of water.

### *The Truce is Broken - 800 years ago*

Prior to this time, the various mutations the kasulam had gone through had almost exclusively impacted on the shape of their fins. 800 years ago they began to develop colour mutations, starting with bright yellow. These yellow individuals grew up in the burrow the pinno' grath had made the truce with.

During the following few hundred years, the kasulam produced several colour variations. This made them particularly easy for the pinno' grath to spot.

A number of pinno' grath broke the truce by hunting the kasulam. This may have led to a permanent breakdown of the truce if the elder of the Desert Settlement - a pinno' grath community - hadn't taken steps to repair it. He approached the Sub-Desert Tribe to negotiate a solution.

He was successful, and the truce was reinstated.

#### *Off-worlder Contact - 5 years ago*

Kaleida was visited by the IUPC, which subsequently settled working teams of rangers, researchers, and the occasional vacationer on the planet.

The IUPC mostly engaged in talking with the mukash, and secondarily, the kasulam, with the pinno' grath mostly avoiding contact as they found catching an off-worlder impossible and distrusted them due to their alien qualities. Efforts were made by the IUPC to include the pinno' grath and to avoid encroaching on their need to hunt, but at a rough estimate, approximately 33% of pinno' grath responded negatively about the off-worlders, 57% showed disinterest or remained ignorant, and 10% responded positively towards the off-worlders.

#### *Reception Towards Off-worlders Improves - Current day*

Careful management of the relationship between the off-worlders and the pinno' grath led to a gradual improvement in positive feelings towards the off-worlders. In the current day, pinno' grath opinions towards the off-worlders appears to be closer to 5% negative, 70% indifferent, ambivalent, or ignorant, and 25% positive.

### **Changes in Standards of Living**

The lack of infrastructure within pinno' grath communities means that their standards of living are based entirely on the area in which a given individual lives.

#### *Medical Help*

Occasionally mukash and kasulam will offer a private burrow to a pinno' grath if they know it to be sick, along with food and water until it is well again. This started when the prey species noticed a pinno' grath suffering from a scab cap infection (see Medical Conditions for more details). This further strengthened the relationship between the mukash and kasulam, and the pinno' grath, taking it further away from a predator-prey relationship.

### *Reliable Water and Food*

The pinno' grath have benefited from their ongoing deal with the mukash and kasulam for water and food.

### **Disasters**

The pinno' grath don't have any record of significant disasters in their history, with the only possible exception being the frameworks that were added to Kaleida to support the planet's addition to the IUPC's register. While this hasn't been disastrous for the pinno' grath - not least because the IUPC themselves are scrupulous in keeping the impact on the natives' lives to a workable minimum - some individuals resent the presence of powerful aliens on their world and may consider such to be a disaster.

### **Discoveries**

The pinno' grath have not yet made any discoveries.

### **Inventions**

The pinno' grath have not made any inventions, apart from a few simple strategy games which are played with pebbles. See *Sport* for more details.

### **Nations Founded**

Pinno' grath society is nowhere near developed enough for them to establish nations.

### **Social Movements**

The culture of the pinno' grath is not advanced enough for social movements to have meaning to them. Generally they're confused by the concept of social movements.

### **Trade Routes**

Pinno' grath do not use tools or materials, nor do they live in large or complex enough communities to establish a need for resources, so they have no trade routes.

## **Wars and Alliances**

As predators, the pinno' grath pose a survival threat to the mukash. Many generations ago, the mukash responded to this by providing for the pinno' graths' greatest unmet need - water - which they offered to supply in return for immunity to predation for both themselves and the kasulam.

### *Kasulam*

The kasulam evolved from a prey species. They are generally slender and relatively poorly muscled with little body-fat. Catching and eating one is a poor choice not only because of this lack of meat, but also due to their connection with the mukash. These two species have been cultivating an alliance, led by the mukash, with the pinno' grath for thousands of years, so killing a kasulam would likely result in many of the benefits of the alliance being withdrawn from the pinno' grath.

That isn't to say that pinno' grath never hunt kasulam, but it's generally only done by starving or very young pinno' grath.

### *Mukash*

Much like the kasulam, the mukash evolved from a prey species and are fairly slender. Once again, a starving pinno' grath with access to no prey but mukash must make the choice of succumbing to starvation or causing a diplomatic incident.

The mukash are well-aware of this situation, and their leaders seek to maintain positive relationships with the local pinno' grath populations. This is one of the driving forces behind the councils at the Sunset Cathedra.

The mukashs' main bargaining tool is their ability to generate water out of thin air. They build the air-wells that provide much-needed water to the populations of all dominant species who live in semi-arid populations, including the pinno' grath. The pinno' grath therefore partially rely on the mukash for their survival.

Occasionally pinno' grath have attempted to take control of air-wells. This led to the mukash developing other forms of water-harvesting, which they have kept secret from the pinno' grath. This largely tends to restore the deal.



The pinno' grath as a species has very little in the way of its own culture.

### **Food**

Pinno' grath have few, if any, cultural preferences over food.

#### *Cooked Fish*

As the pinno' grath population includes a mix of individuals who interact with mukash and kasulam and those who don't, some have developed a preference for cooked meat. The mukash and kasulam cook, flavour, and season their own food, and as they sometimes use their water-harvesting nets to catch fish, they have been known to cook fish too.

Generally, pinno' grath prefer unspiced fish, but an increasing number are starting to enjoy their fish flavoured with spices.

### **Art**

The pinno' grath have yet to explore their creative side. The majority of the art that pinno' grath are exposed to is the kasulams' kura carvings, and they don't tend to show any interest in the skill that go into these.

#### *Folk Tales*

Older pinno' grath tell stories that have been handed down from one generation to the next. Some of these involve references to the Wesserty population. Descriptions of the Wesserty pinno' grath have become distorted over the years, so that they are believed to be (or have been; the pinno' grath do not know whether the Wesserty population still exists, much less what they look like) eyeless with a supernaturally keen sense of smell.

These stories are often used to pass the time while hunting or during basking sessions.

## **Religion and Spirituality**

Pinno' grath spirituality is extremely loose, but centres around the veneration of elders. This is based on the practical help offered to younger pinno' grath by older ones, or the moderation offered by the settlement elder.

### *Mukash/Kasulam Shamans*

Older and wiser pinno' grath have a respect for the shamans of mukash or kasulam communities. While they have not adopted spiritual beliefs themselves, they usually make an effort to know who a given burrow's shaman is so that they know who to come to when sick.

These shamans will sometimes offer a space in which to quarantine - a particularly useful strategy for pinno' grath who don't wish to infect their peers - along with fresh water and food.

## **Clothing**

This species, as per the other sapient species of Kaleida, has never produced its own clothing.

### *Iridescent Scales*

While this is not strictly speaking about clothing, it is worth mentioning that pinno' grath tend to be noticed by off-worlders for the colours in their dorsal scales. White iridescence is rare among biological beings throughout the universe, but the pinno' grath have it on their scales. This adaptation is thought to have developed as a means to strengthen their scales and limit the damage done by the frequent scraping against the ceilings of their tunnels. Off-worlders tend to find pinno' grath scales beautiful.

### *Translation Pendant*

Those pinno' grath who are more frequently in touch with off-worlders will wear translation pendants in order to improve communication between the two parties. While most of the Kaleidan species tend to learn one another's languages to at least a limited degree, several species have begun to rely on the technology of translation devices.

Use of translation pendants is a somewhat contentious issue among pinno' grath. Some see them as a cultural intrusion by the off-worlders, while others find the ability to speak clearly with any other sapient extremely useful.

### **Magic**

Pinno' grath occasionally discuss magic in its various forms with off-worlders. However, some forms of magic are impossible to use on Kaleida due to a lack of an appropriate energy source, and the IUPC forbids the use of magic on Kaleida.

### **Special Events**

Far from celebrating births, birthdays, and funerals, most pinno' grath are confused by the importance other species assign to the marking of these events.

### **Festivals**

Pinno' grath do not celebrate festivals. The closest event to a festival might be the discovery of a carcass large enough for many pinno' grath to share, but these are one-off events, not regular ones.

[There may be some gluts of certain animals at certain times of year which might arguably amount to a food festival of a sort. I'll need to check this out.]

### **Sport**

As pinno' grath are hunters, they need to keep their energy expenditure to a minimum. Because of this and their tendency to pair up with one other pinno' grath at a time, their sports tend to take the form of games. This is thought to have encouraged them to use their brains more, which may have helped them to uplift to a dominant species.

*Pebble Games* [This deserves a name!]

Pinno' grath games tend to resemble board games, but without the board. Often a circle or grid is scratched into sand or dirt, and pebbles are used as playing pieces. These games often have a tactical aspect.

If a given cave has a leader, often it is this individual who possesses enough pebbles of contrasting colours to play with. This is one tendency (your writer hesitates to use the term “tradition”) that helps to create a sense of community in specific settlements.

### **Social Dynamics**

Usually pinno’ grath are considered to be asocial, but this is not true. As stated elsewhere on this profile they form loose communities with an elder who loosely functions as a leader, regulator, or mentor, and individuals frequently pair up to hunt together.

Pinno’ grath generally only socialise within their own species, but since the arrival of the IUPC they are becoming more sociable with other Kaleidans as communication improves between them, and with off-worlders.

#### *Basking*

Pinno’ grath spend each morning sunning themselves to warm their core temperature, and this is often used as a social event. Friends are likely to sleep, then bask together.

#### *Feeding Opportunities*

Pinno’ grath usually hunt alone or in pairs but will gather in larger groups to take advantage of seasonal feeding opportunities - usually to intercept migrations or to pick off the newborns of another species. It is usually the elder who advises younger individuals of upcoming opportunities.

#### *Pair-Hunting*

Hunting friends are usually of similar size and age, and experiment together with new hunting strategies and teach each other what they have learned.

#### *Safety*

Spending time with pinno’ grath can be dangerous. Therefore, off-worlders are recommended to do the following to stay safe around them:

- Remain in pairs or groups to employ “safety in numbers”
- Avoid running, splashing, or other fast movements
- Avoid groups of pinno’ grath
- Keep away from feeding pinno’ grath
- Look up while walking close to trees, as pinno’ grath may be waiting in ambush



- Remain on the opposite side of a body of water to a pinno' grath, if possible (they are ineffective swimmers)
- Wear clothing of a similar tone and colour to avoid presenting sharp contrasts; remove shiny jewellery or other shiny items
- Have all injuries bandaged or band-aided
- Take only herbivorous meals on trips away from camp, or meats spiced with pinno' grath repellant
- Wear a magnetic/electrical repeller (but keep it switched off unless the off-worlder feels threatened).

Note that some mukash and kasulam use the scent themselves with dead pinno' grath carcasses; most off-worlders prefer to avoid this however, and the practice is being phased out in order to improve diplomacy between the three species.

Similarly, it is not recommended to attempt to outsmart a pinno' grath. Most misdirection or trapping strategies have already been tried, and the pinno' grath communicate with one another, sharing news to negate the effectiveness of such strategies, and damaging the reputations of individuals or whole species. Developing mutual trust is preferable, as is demonstrating off-worlders' efforts to protect their local Kaleidian environment.

Positive relationships with pinno' grath can include:

- Informing them of any non-sapient prey animals spotted within the last two hours (ie., suggesting hunting opportunities)
- Informing them of any smaller predators in the area (apex predators such as pinno' grath dislike smaller predators and discourage them/keep them in check as part of their apex role)

Discussing these with basking pinno' grath is known to be beneficial, as pinno' grath cannot make sudden moves during the earlier stages of basking. Off-worlders are encouraged to be aware of the local temperature to recognise when a pinno' grath may be capable of moving quickly.

If a pinno' grath takes an interest in a working off-worlder's activities, they are encouraged to discuss their work with them. While pinno' grath are generally extremely pragmatic, many are capable of recognising the more abstract qualities of overall environmental care. A number of pinno' grath have joined working teams to earn regular

food rations and to become privy to more detailed information regarding prey and mesopredator movements.

Pinno' grath tend to be less responsive to discussion about life on other planets.

### **Sexuality and Romance**

Pinno' grath lack a concept of romance and take a blunt attitude towards sex.

#### *LGBT+*

Interviews have revealed that pinno' grath are confused and unimpressed by the concept of homophobia and by other LGBT issues. Indeed, they take little interest in one another's sexual life at all, much less those of other species.

#### *Competition For Females*

As pinno' grath frequently gather into mixed groups, males and females frequently mix. A female in season who enters a group can expect to be chased, and she will generally seek the best male to mate with by running. The male who catches up to her first mates with her.

### **Child-Rearing**

Young pinno' grath, known as grathlings, are able to run and sniff out food from a few hours after birth. They are usually led to the community caves by the mother, who gives birth away from the caves before returning so she can rest, and hunt together as a litter until they are confident and competent enough to pair up with other pinno' grath.

The youngest grathlings scratch around in the sand or dirt for insects, pick them off plant stems, and hunt for small animals in the undergrowth.

## **Politics**

Despite the aggression implied by their position as an apex predator, pinno' grath are mostly disinterested in power dynamics and just barely possess the community cohesion required to develop a simple political system to organise the small groups they live in.

### **Government / Leadership Style(s)**

This species does not have a government, and many are either unaware of, or resent, the overall leadership presented by the IUPC. The nearest the pinno' grath have to leadership is the oldest or most highly skilled individual in each settlement.

### **Utopian / Dystopian Qualities**

While Kaleida itself is largely intended as a natural, utopian paradise, the pinno' grath species bucks the trend by virtue of being apex predators. With that said, they are a welcome part of Kaleida's canon.

### **Moral Tone**

Most individual pinno' grath are just that - individualists, with little interest in the well-being of the overall community. Only a few take an interest in the well-being of other pinno' grath, and fewer still, that of other species.

### **Military and Law**

Pinno' grath aren't community-spirited enough to form either a military or an army.

## **Economy**

The pinno' grath take no interest in finance, produce little in the way of saleable goods or services, and are overall content to hunt for themselves or in pairs. For this reason most pinno' grath are on the back foot in terms of participation in Kaleida's economy.

### **Finance**

Pinno' grath have never created their own currency. Some are open to bartering of a sort (see *Business* below), and they are capable of understanding the concept of currency when explained to them by off-worlders, but most consider currency to be an unnecessary complication to their current system.

### **Business**

While pinno' grath aren't the ones to proactively make deals with other species, they tend to be open to mukash deals on the basis that most pinno' grath trust them; they know that dealing with them normally yields positive results. Common leverage for deals with pinno' grath includes food, water, and medicine.

#### *Blackmail / Protection Rackets*

As mukash usually arrange these deals with pinno' grath to avoid being hunted, some pinno' grath offer peace in return for goods - essentially blackmail or a protection racket of sorts. The mukash have learned to respond to this by providing better food, purer water, and more effective medicines to those who do not threaten them with such deals, and by maintaining a positive relationship with pinno' grath elders.

### **Education**

While pinno' grath don't formally teach their own (or other individuals') children, they frequently hunt in pairs so that they can learn from one another. This leads to a few likely combinations:

- Younger individual following an experienced older one
- Two young adults learning together
- Pair-hunting specialists (these use flush-and-chase tactics, pincer-movements, watching burrows in shifts, and other cooperative strategies)

### *Wisdom of the Elders*

Populations of pinno' grath tend to be loose, as the main factor that keeps them together is usually the presence of a conveniently close cave which they use for shelter. During the mornings and evenings, they talk. Elders provide information to younger individuals, and for this reason pinno' grath tend to listen to their elders.

This has set up a loose hierarchy in which the most knowledgeable members of a particular gathering can influence the others.

### **Healthcare and Medicine**

The pinno' grath take little interest in medicine so do not make their own medicines or remedies. In some areas this is the basis for pinno' grath developing positive relationships with other Kaleidian species who have better medical skills.

This is particularly true of kasulam and mukash shamans, who tend to go out of their way to offer a space for infected or injured pinno' grath to rest. They generally assess the pinno' grath for social awareness before doing this, to prevent a "frog and scorpion" scenario from occurring.

### **Shelter**

Pinno' grath are not physically built for digging burrows, so instead they live in natural caves.

### **Travel / Transport**

Pinno' grath travel by foot. They can glide but only well enough to break their fall.

### *Pinno' Grath Riding*

Some of the more sociable pinno' grath provide riding services to off-worlders, if they have a particularly good relationship with the off-worlder in question.

## **Credits**

Pinno' grath species is © [The Character Consultancy](#)

Artwork by [Kjell](#) and provided with their kind permission

Wording by [The Character Consultancy](#)



Want to upgrade to an Infographic or video, or expand your setting into a worldbuilding project? Email me on [hello@thecharacterconsultancy.co.uk](mailto:hello@thecharacterconsultancy.co.uk) and I will be happy to help you!

~Hayley, The Character Consultancy