

SKYREALMS OF Torune

Torunn Hazardous

Flora & Fauna Chart

By scholar James

Abbreviations

Or (Origin)
S= Shantic
T= Terrain
L= Lamori
C= Cleash
O= Other

H (Habitat)
F= Forests
J= Jungle
S= Swamps/Marshes
M= Mountains
A= Arctic
P= Plains/Steppes
O= Oceans
L= Lakes/Rivers
D= Deserts
C= Coasts
U= Underground/Caves
n/a= Anywhere

AT (Armour Type)
L= Leather/Hide
R= Fur
C= Carapace
G= Grunder/Crudge
S= Scales
T= Raw Thalerian
F= Feathers
B= Bone/Exoskeleton/Chitin
A= Artificial (Crystal, stone etc)
M= Metal
+ = Isoho protection (negates 10-80 isho pts)

Attack Types
*# = Venom & # of dice resistance
Swarm = swarm attack. Only in numbers
LB = Lightning Blast
PO = Power Orb
EL = Electric
SP = Spinner
LS = Lightning Strike
PH = Power Hold
FB = Frost Bolt
F = Faint
FT = Fire Touch
LV = Levitate
BL = Blinding
BS = Body Shield
BB = Brain Blast

Isoho sensitivity skills
Masks signature = very good 90% chance
Can mask signature = 50% chance success
Falsifies signature = very good, 90% chance
Can falsify sign. = 50% chance success
Acute tra-sense = Not fooled, long range
No signature = No copra. No detection
Interferes dysthas = 50% success
Mimics signatures

NOTES:
Max IP = auto unconscious (2x Max IP = death)
Size modifier is already included in armour and damage
Creatures with a 4+ size suffer normal stat penalty (1/10th of IP rounded down) BUT size modifier is subtracted from these.
0 Isoho and 0 Isoho points normally means the creature has no copra (Isoho signature)

Name	Or.	H	Size	ST	CO	AG	SP	IS	SENSE	Isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5	
Acapi sea serpent	S	O	+3	12	10	17	19	19	14	220	140	L	2	3	2	2	3	1	3	35-50-70	45	Bite 80 T4				
Alatus	S	JS	-3	16	10	17	16/4	19	14	40	15	L	-1	-1	-1	0	0	-1	35-50-70	45	Bite 80 T4 *3	Bloodless 4/rnd	STR vs STR to remove		Paralyzing venom	
And	S	USL	0	17	20	3	1	13	17	70	50	L*	5	3	2	3	6	3	5-10-20	24	Grapple 110	Suffocate				
Azka	S	M	-2	8	8	11	17	22	13	200	40	S*	1	2	1	2	0	2	30-45-60	36	Bite 50 T2	80 in unweaving / draining isho, dysthas & crystals				
Beegre	S	FJPD	-3	2	7	13	12	18	15	40	30	L	1	0	1	2	1	2	30-45-60	32	Bite 60 T3	Packs sometimes make "tuns" through towns				
Beagre, desert	S	D	-3	2	9	13	13	18	15	40	30	L	1	0	1	2	1	2	30-45-60	35	Bite 60 T3	Trample 80 B11				
Bochgog	L	PD	+5	23	19	15	17	7	18	14	290	G	8	10	9	10	7	9	20-30-40	51	Bash 90 B12	Hook slash 70 T5				
Bonefish	S	O	-2	9	8	16	16	19	16	130	40	B	4	5	4	5	3	4	30-45-60	40	Bite 60 T4	Hook slash 70 T5				
Bollis, Cave	S	U	-1	13	15	12	10	23	17	190	80	L*	3	4	3	3	4	4	25-35-50	37	Grapple 100/80	STR v STR to remove	Bite 80 T6		Masks signature	
Bollis, Green	S	FJU	-2	15	10	14	12	20	13	120	50	L*	2	3	2	2	3	3	30-45-60	36	Grapple 100/60	STR v STR to remove	Bite 80 T5		Masks signature	
Carapid (Runners)	S	D	-1	8	14	17	18	21	16	120	60	C	4	5	4	5	4	4	35-50-70	49	Kick 70 B6	Head gore 60 P4				
Chor-Tarlice (Slingers)	C	OC	+0	10	14	13	12	15	10	30	100	B	4	5	4	4	4	4	30-45-60	39	Slinger 90 P5 *3	Pincer 90 E4	Organ detoriorating venom			
Clemmesin	S	P	+2	23	21	8	8	16	12	100	150	L*	6	7	6	7	5	7	10-20-30	37	Gore 80 P8	Head bash B7				
Corndon	S	FJMP	+8	28	23	15	17	28	20	1200	450	T	11	13	12	14	11	12	30-45-60	55	Claw 130 T17 (x 4)	Tail 110 B9	Bite 110 T18	LS 120 FT (x2)	Can mask signature	
Dhar Corndon	S	FJMP	+12	34	26	12	15	38	20	3600	800	T	17	19	17	18	17	17	20-30-40	53	Claw 130 T20 (x 4)	Tail 100 B12	Bite 110 T26	LS 140 F9 (x2)	Can mask signature	
Cougar	T	FM	-1	12	14	17	20	10	19	10	60	-	-	-	-	-	-	-	35-50-70	51	Claw 80 T3	Bite 110 T5				
Creshi	S	O	-3	3	5	10	18	16	13	40	10	-3	-3	-3	-3	-3	-3	-3	20-30-40	33	Bite 60 T3					
Crill	S	MID	+1	12	16	14	26	21	22	350	120	C	4	6	5	6	3	5	30-45-60	56	Falons 110 T9 (x2)	Beak 110 P9	Boc rod neutralizes dysthas			

Name	Or.	H	Size	ST	CO	AG	SP	IS	SENSE	Isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Daij	S	O	+6	36	22	10	21	26	23	1000	450	C	11	12	11	12	11	11	10-20-30	53	Bite 100 B17	Spike ram 60 P20	/Isho drain 4D6 v ish		
Darkwings	S	F	-3	5	10	15	27	10	16	30	15	C	1	2	1	2	1	1	30-45-60	52	Bite 70 T4 *3	Claws 70 T3	/Hallucinogenic poison. Failure with more than 5 = paralysis.		
D'Ghaad	S	JSP	0	17	15	10	10	15	14	45	130	L	3	4	3	3	4	4	30-45-60	35	Grapple 90	Bite 100 T6	/Masks signature		
Dharmee	S	PD	-1	10	12	15	15	16	15	90	60	-	-	-	-	-	-	-	30-45-60	42	Bite 70 T5	Claws 70 T4	Tail bash 60 B5		
Dhar Dharmee	S	PD	0	19	16	14	12	18	15	110	120	G	1	2	1	2	0	1	30-45-60	42	Bite 90 T7	Claws 80 T6	Tail bash 70 B7		
Dharmac	S	SL	+1	11	14	12	15/6	17	15	100	130	G	1	2	1	2	0	1	30-45-60	41	Bite 80 T6	Grapple & roll 100	/Drown prey with roll		
Do-Odreh	S	JS	-3	3	8	19	6	10	12	60	30	S	1	2	1	2	0	2	20-30-40	33	Bite 90 T2 *2	Squeeze 80 S2	/Paralyzing venom		
Dhar Do-Odreh	S	JS	+5	23	16	18	13	20	14	120	350	S	9	10	9	9	8	9	30-45-60	47	Bite 100 P6 *4	Squeeze 80 S14	/Paralyzing venom	Interferes dyshas	
Dothobider, common	S	MPD	+2	17	15	15	22	18	21	100	120	L	4	5	4	5	3	5	40-60-80	52	Ram 90 B8	Kick 70 B6	/Acute fra-sense		
Dothobider, forest	S	F	0	12	13	16	24	16	22	80	70	L	2	3	2	3	1	3	40-60-80	53	Ram 90 B5	Kick 60 B3	/Acute fra-sense		
Dichandra	O	SL	+2	18	18	15	16/12	18	12	200	190	G	4	6	5	6	3	5	30-45-60	49	Club bash 100 B9 (x1)	Pincer 90 E7	/Spit venom 80 *4	Local area paralyzing venom	
Draitteer Lizard	S	MP	-1	12	16	18	20	17	14	100	60	S	1	2	1	2	0	2	40-60-80	54	Bite 70 T6				
Dreglamon	S	FJ	+5	26	19	5	1	25	20	400	380	C	5	6	5	6	5	5	30-45-60	25	Bite 100 T16 (x3)				
Duradon	S	F	+5	22	19	14	24/6	23	21	340	340	S	8	9	8	9	9	9	20-30-40	57	Talons 100 T13	Bite 90 T15	/Masks signature		
Ekatai, large	S	M	0	16	14	8	26/4	25	21	180	70	C*	3	4	3	4	3	3	15-20-30	70	Grapple 80	Bite 70 T4	Levitate 2 m / md. 1 kg / isho pt		
Epidoron (Sea Snatcher)	S	C	+8	15	20	12	7/16	26	20	350	600	C	11	12	11	12	11	11	25-35-50	48	Grapple 80 (x 10-20)	Bite 100 B18	Dodge is for tentacles that have 30 IP and no armour		
Farg	S	JS	+1	19	16	10	10	18	21	250	120	L	3	4	3	4	2	4	20-30-40	36	Bash 90 B9	Bite 60 T7	Club 70 B6	Acute fra-sense	
Frelc	S	F	-1	14	12	14	17	17	12	110	40	C	4	5	4	5	4	4	25-35-50	43	Ram 70 B4		Interferes dyshas		
Giggit (2nd stage)	C	J	-3	6	12	16	13	-	10	-	40	B	3	3	2	1	1	2	35-50-70	41	Bite 70 T6				
Gillics	S	J	-5	1	3	13	16	5	14	10	5	B	1	1	0	1	1	1	25-35-50	32	Bite 70 T2	Swarm bites 120 T5	Painful, stinging bite		
Gilthaw Lion	O	A	+3	23	20	17	20	-	22	-	200	R	6	7	6	7	6	7	35-50-70	57	Claw 110 T8	Bite 110 T13	No signature		
Halamon Hawk	S	PM	-4	1	5	19	28	17	14	60	15	F	1	1	1	1	0	1	40-60-80	52	Beak 60 P5	Swarm 110 P8			
Harm	S	D	-1	5	12	14	16	18	8	120	30	L	1	2	1	2	0	2	30-45-60	42	Sand spit 80 B5	Bite 70 T4	Mimics signatures		
Harrigare	S	L	-1	6	10	12	14	16	9	90	50	L	1	2	1	2	0	2	25-35-50	36	Stinger 80 P4 *3		Paralyzing venom		
H'Gund (Gauss Horse)	S	P	0	12	18	10	20	19	16	180	70	S*	3	4	3	4	4	4	20-30-40	48	Horns 80 B6				
Horse	T	None	+2	19	17	15	21	7	17	7	120	-	-	-	-	-	-	-	30-45-60	53	Kick/trample 60 B7				
Jarric colony	S	FJ	-	15	19	12	15	24	18	290	100	L	-	-	-	-	-	-	25-35-50	46	Swarm bites 90 T8 *4	Paralyzing venom			
Jeesa	S	SL	-5	1	3	15	4	10	16	30	5	-	-	-	-	-	-	-	30-45-60	22	Acid spray 60 F4				
Jolloc	C	J	0	16	14	10	16	-	15	-	60	S	3	4	3	4	2	4	30-45-60	60	Mandible bite 80 T6	STR vs STR to resist drag or break hold	No signature		
Kash-Ket	L	FJ	-2	16	10	12	17/3	-	19	-	50	S	1	2	1	2	0	2	25-35-50	80/20	Bite 90 T4	Smother 110 (special)	No signature		
Klavic	L	Alliang	-5	1	3	18	16	-	14	-	5	B	1	1	0	1	1	1	40-60-80	37	Sting 90 P3	Swarm 130 P5	Hatching larvae E4	No signature	
Kocrébon	S	S	+2	23	17	2	1	19	18	170	190	C	7	8	7	8	7	7	-	70/0	Hooks 90 P5 (x7)	Grapple 120	Bite 60 T10	Masks signature	
Korramon	S	FP	+10	29	20	8	6	22	14	300	650	L*	12	13	12	13	11	13	15-20-30	34	Whip tail 70 B16	Trample 50 B20			
Korraarra worm	S	FJSL	-2	10	8	15	10	20	13	100	30	L	-1	1	-1	1	0	1	30-45-60	33	Bite 70 T3	Faint dysha 70 3D6 vs isho	Can mask signature		
Kuhara	S	M	0	18	12	10	16	10	15	30	70	C	5	6	5	6	5	5	20-30-40	38	Horns 80 P5				

Name	Or.	H	Size	ST	CO	AG	SP	IS SENSE	isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Leycosh (Pit Beast)	S	D	+10	39	25	-	0	26	11	700	B*	15	16	15	16	15	15	-	###	Tentacle grab 70	Bite 70 T18	Mimics signatures & controls w pheromon	Attack 4	Attack 5
Lirgin	S	JS	-5	1	2	8	4	5	5	4	-	-	-	-	-	-	-	15-20-30	###	Bite 70 T1 *3	Max 1D6 damage	Hallucinogenic venom	Only 1 exists?	
Locure	S	FM	-2	12	12	16	14	24	13	50	G*	4	6	5	6	3	5	30-45-60	42	Bite 80 B5	Claws 70 T4	4D6 v isho or drains 5 / md		
Loosh, Maiden's Hand	S	JS	-3	2	4	10	16	4	14	5	B	1	1	1	1	0	1	20-30-40	30	Bite 80 T2 *3	Paralyzing venom			
Loshit pod	S	PD	0	1	3	1	4	10	4	10	-	-	-	-	-	-	-	-	-	Acid burst 50 F2	Attack only for old pod stepped on	Extremely corrosive to metals		
Loshit star	S	PD	0	1	3	1	4	17	4	10	-	-	-	-	-	-	-	-	8	FT 50 F7				
Lothem	S	PD	+4	23	21	8	8	24	15	180	L	6	7	6	7	5	7	15-20-30	37	Head bash 70 B9				
Mamcera	S	L	+5	25	20	12	16/6	24	17	260	C	10	11	10	11	10	10	25-35-50	48	Bite 100 T11	Tail bash 90 B9	Can mask & mimic signature		
Mandare	S	F,JS,M	+6	26	19	7	13	19	19	350	G	9	11	10	11	8	10	30-45-60	39	Bite 110 T12	Crush 60 B16	Roar (3D6 CON or stun)	Can mask signature	
Mandare, white	S	A	+5	24	19	7	13	28	19	320	G	9	11	10	11	8	10	30-45-60	39	Bite 110 B12	Crush 60 B16	Roar (3D6 CON/stun) PO & FB 90 B7/F7	Can mask signature	
Mandare Tree	S	FJ	+3	16	18	15	0	16	14	140	G	6	8	7	8	5	7	30-45-60	60	Bite 90 T9	Masks / blends signature			
Manettica	S	JPD	+4	23	17	2	1	21	19	230	C	9	10	9	10	9	9	-	70/0	Claw 80 T8	Grapple & bite 120	Bite 90 T10	Masks signature	
Manon Drones	S	L	-1	14	12	15	9	5	15	30	-	-	-	-	-	-	-	30-45-60	36	Bite 80 B5	Electric shock touch	Like electrify dyssha		
Mantibra	S	FJ	+4	23	19	18	17	24	20	230	G*	7	9	8	9	6	8	30-45-60	54	Bite 110 T10 *3	Venomous bite 3D6 or death			
Mantibra Hound	T	None	-1	12	15	15	18	12	16	60	R	1	2	1	2	0	2	30-45-60	48	Bite 80 T6 *2	Venomous bite 2D6 or death			
Mengelin	L	F	+5	23	17	4	5	-	11	260	B	8	7	7	1	6	7	10-20-30	26	Bite 90 T10	No signature			
Morriat Stinger	S	P	+2	24	16	10	12	21	12	120	C	5	6	5	6	5	5	20-30-40	38	Tail spike 90 P6	Horn ram 70 P8			
Morskatee	L	J	-3	3	8	17	18	3	16	25	-2	-2	-2	-2	-2	-2	-2	35-50-70	43	Claws 70 T3 *4	Pack attack 120 T5	Paralyzing venom		
Nar'esh	S	DP	0	1	3	1	4	15	10	10	-	-	-	-	-	-	-	-	-	Steal isho at 2 / rnd				
Natikvi	S	M	+4	24	18	14	25/5	26	21	160	L	6	7	6	7	5	7	30-45-60	57	Wing strike 70 B8	Hind claws 100 T10			
Neilik Sea-Dragon	S	O	+5	24	17	13	20/3	23	23	280	L*	7	8	7	8	6	8	25-35-50	50	Bite 90 T11				
Nemis	S	S	0	3	-	-	3	10	8	120	-	-	-	-	-	-	-	-	-	Grapple 80	Dissolution 1 D6 F12	1 attack per hour	Only harmed by fire	
Nestal	S	FM	+3	18	17	12	20/8	19	19	160	F	5	5	4	5	5	5	25-35-50	49	Beak 90 T9	Talons 80 T7			
Nestal, desert	S	D	+1	16	12	14	22/10	18	19	70	F	3	3	2	3	3	3	30-45-60	48	Beak 90 T5	Talons 80 T4			
Nobudhum	S	MDC	+5	24	21	12	18	26	23	290	G	8	10	9	10	7	9	25-35-50	51	Bite 110 T11	Head ram 100 B10	Acute tra-sense		
Orrin, large (warrior)	S	J	-1	10	12	12	16	18	15	40	B	3	4	3	3	3	3	25-35-50	40	Claws 90 T5 (x4)	Bite 70 T6			
Pekunon	S	FJU	0	16	17	12	16	20	15	100	G	3	4	3	3	4	4	25-35-50	45	Mand.bite 90 P5	STR v STR to remove	Chew 70 T4		
Perann	L	D	+1	21	17	15	16	-	16	140	L	3	4	3	4	2	4	30-45-60	48	Strangle 110 S8	Bite 90 T6	No signature		
Pibber (thisted)	O	FJ	-4	2	3	10	10	8	15	5	G	1	2	1	2	0	2	20-30-40	23	Claw 60 T3				
Pibber, Gransey (thistec)	O	FJ	-4	2	5	10	10	9	15	10	G	1	2	1	2	0	2	20-30-40	25	Claw 60 T4				
Plague Moth	L	S	-6	1	1	8	15	-	10	2	-	-	-	-	-	-	-	20-30-40	30	Swarm stings 100 T1	Spread Swamp Fever (40%) or own parasite			
Poidill	S	OC	+4	23	17	12	19	19	21	200	L	6	7	6	7	5	7	25-35-50	48	Grapple 90 S8 (x2)	Bite 90 T10			
Prinji (Falster)	C	F	-3	6	12	15	13	5	12	20	B	3	3	2	1	1	2	30-45-60	40	Antenna sting 80 F5				
Puffaw	S	J	-3	5	6	13	8	15	15	20	L	1	2	1	2	0	2	25-35-50	70/10	Tail grapple 80	Bite 70 T5			

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Raldin Lion (Darkmane)	S	JS	+1	17	16	16	17	22	20	120	S	4	5	4	4	5	5	35-50-70	49	Claw 70 T5	Bite 110 T7	Knockdown 90 B5	Tongue 70 P6	Can mask signature
Ratrock	L	FP	+2	20	17	10	13	2	15	140	L	4	5	4	5	3	5	20-30-40	40	Bite 80 T7	Empathic	can sense strong isho		
Reema (Snowmane)	S	M	+1	16	18	16	19	25	21	110	S	4	5	4	4	5	5	35-50-70	53	Claw 70 T4	Bite 110 T7	Tongue 70 P6		Can mask signature
Rek-Lakia (full grown)	L	O	+7	30	19	-	0	-	6	470	C	12	13	12	13	12	12	-	0	Grapple/Crush S18	Bite 50 T16		No signature	
Rohborra (Spike Hound)	L	FMP	-1	15	15	15	19	-	17	60	G	2	4	3	4	1	3	30-45-60	49	Bite 80 T7	No signature			
Roreita worm	S	OC	-1	12	10	16	17	23	16	40	L*	1	2	1	2	0	2	35-50-70	43	Bite 70 T4	Faint dyssha 80 4D6 v isho 10 m			
Saka, yellow	S	FJ	-5	1	2	15	6	8	14	5	B	1	1	0	1	1	1	30-45-60	23	Bite 70 T3				
Salkin	S	FPD	-2	6	6	15	24/8	18	19	25	F	2	2	1	2	2	2	30-45-60	45	Talons 70 T4				
Sammoril	S	OC	+8	29	25	10	24	28	24	490	T*	13	14	13	14	13	13	20-30-40	59	Bite 100 T15	Ram 100 B17	Constrict 90 S10	Acute tra-sense	
Dhar Sammoril	S	O	+13	38	30	5	28	50	28	1000	T*	19	20	19	20	19	19	10-15-20	63	Bite 120 T21	Ram 110 B28	Constrict 90 S17	Hook claw 90 P14	
Scorpa Fish	S	OC	-2	10	12	16	20/14	18	15	50	L	2	3	2	3	1	3	30-45-60	48/20	Bite 80 T4 *3	STR v STR to remove	Paralyzing venom		
Dhar Scorpa	S	OC	+3	21	18	12	20/12	25	17	300	L	7	8	7	8	6	8	25-35-50	52/20	Bite 100 T9 *3	STR v STR to remove	Paralyzing venom		
Scrade (Wasto)	C	FMD	-1	10	10	17	21	3	14	6	B	3	4	3	3	3	3	35-50-70	48	Claw arms 80 T6				
Scragger	S	FJS	-3	10	11	13	12	17	14	40	L	1	2	1	2	0	2	25-35-50	36	Grapple 100	Bite 80 T5			
Sedocon	S	P	+3	20	19	12	18	22	17	190	G	5	7	6	7	4	6	25-35-50		Tail bash 80 B11				
Shellit	S	OC	-2	10	10	14	18	19	17	140	L	1	2	1	2	0	2	30-45-60	42	Bite 70 T4				
Shollick	S	JU	+5	21	22	12	14	21	20	350	G*	8	10	9	10	7	9	25-35-50	48	Grapple 100	Bite 80 T8	Can mask signature		
Shoymas	S	D	-1	10	14	8	10	22	13	260	C	4	5	4	5	4	4	15-20-30	32	Bite 60 T4	FT 60 F10			
Dhar Shollick	S	JU	+9	28	26	8	10	26	26	550	G*	12	14	13	14	11	13	20-30-40	44	Grapple 100	Bite 90 T14	Can mask signature		
Spearfish	S	O	0	15	14	16	17	16	15	70	B	4	5	4	4	4	4	30-45-60	47	Spike 80 P6	Spike sting 4D6 v CON or stun			
S'rack	C	JA	+1	17	15	15	18	4	15	4	B	3	4	3	3	4	3	30-45-60	48	Claws 90 T8 (x2)	Spit acid 90 F6			
Stig	S	D	-5	2	4	15	5	10	10	30	B	1	1	0	1	1	1	30-45-60	24	Pincer 80 T1	Swarm 130 T6			
Suviir	S	OC	-1	16	15	12	24	20	23	120	C	4	5	4	5	4	4	25-35-50	51	Bite 90 T7	Fin cut 80 E4	Grapple 70	Can mask signature	
Dhar Suviir	S	O	+4	24	19	10	22	25	25	340	C	9	10	9	10	9	9	20-30-40	51	Bite 100 T12	Fin cut 70 E8	Grapple 90	Can mask signature	
Talen Field	S	PD	-	14	10	-	-	19	14	450	C	5	6	5	6	5	5	-	70	First bite 100 T6 *3	Chew/bloodloss B3	Paralyzing venom	Masks signature	
Talmaron	S	FMP	+3	21	17	12	26/17	24	21	300	L	5	6	5	6	4	6	25-35-50	40	Kick 70 B7				
Tamparit	S	O	+14	41	50	-	0/3	60	4	4000	C	22	23	22	23	22	22	-	5	Crush 10 B25	LS 70 F20			
Tarro	S	FJ	-2	5	8	17	14	17	18	50	-	-2	-2	-2	-2	-2	-2	35-50-70	39	Bite 80 T4	Pull hair 80 B2			
Tarro, Borkeby	S	FM	0	17	10	14	12	15	17	40	L	2	3	2	3	1	3	30-45-60	36	Bite 80 T6				
Tarro, Spinner	S	J	-2	5	8	17	14	17	18	120	-	-2	-2	-2	-2	-2	-2	35-50-70	39	Bite 80 T4	Pull hair 80 B2			
Tarro, Stiff-backed	S	FJ	-1	14	9	15	14	16	18	120	-	-2	-2	-2	-2	-2	-2	30-45-60	38	Bite 80 T4	Pull hair 80 B2			
Tarro, Striped	S	FJ	-2	5	8	17	14	17	20	40	-	-2	-2	-2	-2	-2	-2	35-50-70	39	Bite 80 T4	Pull hair 80 B2			
Thombo	S	P	+2	20	19	14	18	16	18	140	L	4	5	4	5	3	5	30-45-60	51	Kick 70 B9				

Name	Or.	H	Size	ST	CO	AG	SP	IS SENSE	Isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Tillium Whales	C	OC	+8	29	17	5	12/4	5	10	450	B	12	13	12	12	10	12	10-15-20	34	Claws 70 T16				
Tokki (Lake Angel)	S	L	+1	16	12	16	20/24	21	200	80	G	4	6	5	6	3	5	30-45-60	48	Bite 80 T7				
Tomorok	S	F	+3	23	17	18	18	19	18	200	L	5	6	5	6	4	6	35-50-70	53	Crush/Bite 100 B10 Bash/tackle 110 B12				
Trigla	S	J	-1	9	15	13	20	24	23	60	S	1	2	1	2	0	2	30-45-60	48	Ram 90 T6 *4				Acute tra-sense
Tunnel Worms	C	JU	-4	-	1	1	1	3	4	2	-3	-3	-3	-3	-3	-3	-3	-	3	Burrow 110 P2				
Tutulak	C	MD	-5	3	3	10	12	-	10	5	B	1	1	0	1	1	1	20-30-40	25	Bite 60 T2				No signature
Tuvic	S	M	+1	18	12	15	19	24	15	120	L	3	4	3	4	2	4	30-45-60	46	Bite 80 T7				
Uuban	S	P	-1	14	12	5	6	17	14	60	L	2	3	2	3	1	3	10-15-29	23	Spit strands 80				
Ukleck	C	U	+7	23	18	8	16	8	12	450	B	11	9	9	10	8	9	20-30-40	42	Pincer bite 100 T13				Acid burns every round until removed
White UKleck	C	A	+12	30	18	5	14	17	16	750	B	17	15	15	16	14	15	10-15-20	37	Pincer bite 110 T25				Acid burns every round until removed
Vatramon	S	SL	+6	26	17	1	1	21	19	350	C	11	12	11	12	11	11	20-40-60	19	Bite 100 T12 (x3)				Masks signature
Vallesh (Sky Jewels)	S	DP	0	1	3	1	5	20	6	10	-	-	-	-	-	-	-	-	-	FT 50 F5				False & mask sign.
Vodra	S	A	0	18	17	10	10	25	25	90	C*	5	6	5	6	5	5	10-15-20	37	Snap 80 T4				or BS 60
Vurucon	S	SO	+6	30	17	10	18	21	18	350	C	11	12	11	12	11	11	20-40-60	45	Grapple 90 S3				Bite (if grapple) 90 T1 FB 90 F7
Vurunn Whales	S	O	+3	19	17	12	16	26	13	200	G	6	8	7	8	5	7	25-35-50	45	Ram 90 B10				Can mask signature and interferes dyshas
Weach	S	JS	-3	15	10	13	15	16	20	40	L	-1	-2	-2	0	0	-1	25-35-50	38	Tail bash 90 B8				
Whip Bees	S	FJS	-5	1	3	18	16	2	12	2	B	1	1	0	1	1	1	40-60-80	37	Grapple 70				STR vs STR to pull off
Wolf	T	FM	-1	12	18	15	19	9	18	50	R	1	2	1	2	0	2	30-45-60	52	Whip sting 90 T1				Suck blood 2 / rnd
Wolf, Pagra	T	M	-1	12	18	15	19	17	22	50	R	1	2	1	2	0	2	30-45-60	52	Bite 80 T6				Swarm 90 T10
Zetia, 1st stage	S	FM	-2	8	8	16	15	16	12	30	L	-1	-1	-1	-1	-1	-1	30-45-60	39	Bite 80T6				Also has tra sense
Zetia, 2nd stage	S	FM	0	16	17	14	8	20	14	100	S	2	3	2	3	1	3	30-45-60	39	Bite 60 B4 (no teeth)				Can crudely mask signature
Zuuna (Isho Githerin)	S	FP	-4	1	2	18	24	15	15	5	-	-	-	-	-	-	-	35-50-70	44	Bite 80 T6 *4				Paintful poison causing stun
																				Isho drain 1 / rnd				

Name	Or.	H	Size	ST	CO	AG	SP	IS SENSE	isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Machine-Beasts																								
Bloodboiler	L	n/a	+5	18	21	5	3	-	14	430	C	8	9	8	9	8	8	10-15-20	29	Sonic 120 B18	Blood boils 1D10+20 / md		No signature	
Djuma Warbeast	L	n/a	+4	21	23	10	12	-	8	320	C*	5	6	5	6	5	5	20-30-40	45	Ram 90 B12	Core 90 P12	Trample 90 B12	No signature	
Garachkatta	L	n/a	+14	35	30	10	10	-	12	1500	B*	20	21	20	21	20	20	20-30-40	50	Claws 110 T15 (x4)	Core 90 P14	Trample 90 B16	Spit acid 110 F10	No signature
Gate-Beast	L	n/a	+5	20	25	10	-	-	10	550	L	14	12	10	9	14	12	20-30-40	50	Claws 100 T14 (x4)	Bite 80 T12 (x2)	Wall (stun)	24 BEPFST w shell	No signature
Kelenn	L	n/a	+9	24	23	13	24/16	-	21	200	G	11	13	11	12	11	12	25-35-50	60	Claws 110 T15 (x2)	Barbed Tail 90 E12	Bite 90 T10	No signature	No signature
Matra-Galiga	L	n/a	-5	2	-	20	26	-	10	-	-	-	-	-	-	-	-	40-60-80	90	Ignition touch 80 F7	Swarm fire 160 F25	As good as indestructible!	No signature	
Nurrich	L	n/a	-1	15	18	10	10	-	10	100	-	-1	-1	-1	-1	-1	-1	20-30-40	38	Bite 50 T3			No signature	
Planter Klavic	L	n/a	-6	1	3	18	16	-	14	5	B	1	1	0	1	1	1	40-60-80	37	Sting 90 P3	Swarm 130 P5		No signature	
Schlorr Kaar (Green Fire)	L	n/a	-	-	-	-	17	-	19	50	-	n/a	n/a	n/a	40	80	n/a	35-50-70	60	Conc. Fire 120 F7	1-6 attacks dep on size. Wounds don't heal	Water causes dam.	No signature	
S'ror	L	n/a	+5	21	18	8	10	-	16	430	C	10	11	10	11	10	10	15-20-30	36	Ram 90 B12	Bite 80 T14		No signature	
Swordbearer	L	n/a	+2	22	21	19	22	-	21	280	L	7	9	7	8	7	8	40-60-80	62	Claw 160 T14	Bite 120 T9	Tackle 110 B8	No signature	
Tree Harvester	L	n/a	+12	28	25	5	8	-	5	900	B	17	18	17	18	17	17	10-15-20	38	Bite 60 B20	Stomp 80 B24	Push/crush 100 B24	No signature	
Tremia Bloodseeker	L	n/a	-3	2	12	17	21	-	25	40	S	1	1	0	1	0	1	35-50-70	50	Bite 90 T4 *3	Claws 90 T1 *3	Killing & insanity venom	No signature	
Tremia Cleaner	L	n/a	-3	2	12	17	21	-	10	40	S	1	1	0	1	0	1	35-50-70	50	Bite 90 T4	Claws 90 T1		No signature	
Uvarat	L	n/a	-2	7	14	15	14	-	19	80	-	-2	-2	-2	-2	-2	-2	30-45-60	43	Grapple 60			No signature	
Wailers	L	n/a	-1	12	18	12	13	-	15	120	-	-1	-1	-1	-1	-1	-1	25-35-50	43	S-scream 110 B12	Claws 70 T4		No signature	
Machine beasts are not capable of normal reproduction and must be created by lamorri Vaults or other lamorri tech.																								
Machine beasts have short lifespans!																								
Many machine beasts have very limited intelligence and must be empathically controlled																								

Name	Or.	H	Size	ST	CO	AG	SP	IS SENSE	isho pts	MaxIP	AT	B	E	P	F	S	T	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Dangerous Flora																								
Blue Hats	S	J	0	-	-	-	-	10	60	5	-	-	-	-	-	-	-	-	70	F 90	3D6 vs ISHO or faint Smother 50			
Destella (at eruption)	S	F	+10	-	-	-	25	2500	600	600	-	-	-	-	-	-	-	-	-	Desti: Fire F20	40 m radius around tree. Starts normal fires			
Linnye	S	J	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Poison leaf *2	2D6 vs CON or death			
Nauma Spores	S	FJ	-	-	-	-	5	10	-	-	-	-	-	-	-	-	-	-	-	Spore attack 110 *3	Causes nausea and irritated red growth			
Needle Mould	S	FJ	-	-	-	-	10	20	10	10	-	-	-	-	-	-	-	-	90	Spore attack 70 T4	Infects target with needle spores - see limilates			
Needler	S	F	+7	-	-	-	20	60	450	450	-	-	-	-	-	-	-	-	90	Needles 70 P5 *4	Paralyzing poison			
Ojijata Moss	S	FJS	-	5	-	-	5	50	-	-	-	-	-	-	-	-	-	-	-	Suckers 80 T3 *2	Paralysis and then bloodloss 2/rnd			
Riddler	S	J	+2	16	-	-	21	40	120	120	-	-	-	-	-	-	-	-	90	Grapple 80	STR vs STR + 8 x 1D10 to break free	Bloodloss 2/rnd	Mimics signatures	
Rowah Grass	S	P	-	-	-	-	5	15	-	-	-	-	-	-	-	-	-	-	-	FT F4				
Saanut Flowers	L	FJ	-	1	-	0	2	10	1	1	-	-	-	-	-	-	-	-	-	Acid F5	Wounds heamorrhage B5			
Snap Trap	S	J	-2	16	-	-	4	20	30	30	B	3	4	3	6	5	4	-	80	Claw trap 70 P4	STR v STR to break free			
Stickweed	S	OC	-	4	-	-	2	10	-	-	-	-	-	-	-	-	-	-	-	Attach 70	Solvent required for removal	Bloodloss 1 / rnd after 1 hour		
Strangleweed	S	C	+3	17	-	-	3	30	30	30	L	3	1	2	1	2	1	-	70	Strangle 80	STR v STR to break free			
Tengril Vines	S	FP	-	17	-	-	0	4	20	10	-	-	-	-	-	-	-	-	60	Razor snap 50 T5 (x5)				