SKYREALMS of JORUNE

Jorune Hazardous Flora & Fauna Chart

By sholari James

Abbreviations

Or. (Origin)
S= Shantic
T= Terran
L= Lamorri
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 Thailerian
F= Feathers
B= Bone/Exoskeleton/Chitin
A= Artificial (Crystal, stone etc)
M= Metal
*= Isho 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= Electrify
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
CO=Constrictor
IG=Ignite
FL=Flingers
CR=Crater
W=Warp
ST=Stiff
DE=Deflector
PB=Penetration Bolt
RE=Reflect
CE=Cast Energy
SH=Shield

Isho 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 dyshas = 50% success
Mimics signatures

NOTES:
0 Max IP = auto unconscious and dying.
Most animals flee when down to last 20% of IP.
Size modifier is already included in armour and damage
Creatures with a 4+ size don't suffer first -2 to -8 Wound penalties.
Creatures with a 4+ size has size modifier as stat bonus on E,S,A,K rolls.
Creatures with a 4+ size deliver extra knockback and +1D E on <u>all</u> 15+ injuries.
0 isho and 0 isho points normally means the creature has no copra (isho signature).
Grey = not depicted

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	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	3	8 (5)	19	Bite 8 T4				
Alatus	S	JS	-3	16	10	17	16/4	19	14	40	15	L	-1	8 (5)	16	Bite 8 T4 *3	Bloodloss 4/rnd	STR vs STR to remove		*Paralyzing venom*
Ard	S	JSL	0	17	20	3	1	13	17	70	50	L*	5	4 (1)	20	Grapple 11	Suffocate			
Azkra	S	M	-2	8	8	11	17	22	13	200	40	S*	2	7 (4)	17	Bite 5 T2	8 in unweaving / draining isho, dyshas & crystals			
Beagre	S	FJPD	-3	2	7	13	12	18	15	40	30	L	1	7 (4)	12	Bite 6 T3	Packs sometimes make "runs" through towns			
Beagre, desert	S	D	-3	2	9	13	13	18	15	40	30	L	1	7 (4)	13	Bite 6 T3				
Bochigon	L	PD	+5	23	19	15	17	7	18	14	290	G	10	6 (3)	17	Bash 9 B12	Trample 8 B11			
Bonefish	S	O	-2	9	8	16	16	19	16	130	40	B	5	7 (4)	16	Bite 6 T4	Hook slash 7 T5			
Borliss, Cave	S	U	-1	18	15	12	10	23	17	190	80	L*	4	7 (3)	15	Grapple 10	STR v STR to remove	Bite 8 T6	FT 8 F6	*Masks signature*
Borliss, Green	S	FJU	-2	16	10	14	12	20	13	120	50	L*	3	7 (4)	18	Grapple 10	STR v STR to remove	Bite 8 T5	FT 8 F6	*Masks signature*
Carapid (Runners)	S	D	-1	8	14	17	18	21	16	120	60	C	5	8 (5)	18	Kick 7 B6	Head gore 6 P4			
Chor-Tarcive (Stingers)	C	OC	+0	10	14	13	12	15	10	30	100	B	5	7 (4)	17	Stinger 9 P5 *3	Pincer 9 E4	*Organ detoriorating venom*		
Clemmesin	S	P	+2	23	21	8	8	16	12	100	150	L*	7	4 (1)	8	Gore 8 P8	Head bash 7 B7			
Corondon	S	FJMP	+8	28	23	15	17	28	20	1200	450	T	13	7 (4)	17	Claw 13 T17 (x 4)	Tail 11 B9	Bite 14 T18	LS 12 F7 (x2)	*Can mask signature*
Dhar Corondon	S	FJMP	+12	34	26	12	15	38	20	3600	800	T	18	6 (3)	15	Claw 14 T20 (x 4)	Tail 10 B12	Bite 11 T26	LS 14 F9 (x2)	*Can mask signature*
Cougar	T	FM	-1	12	14	17	20	10	19	10	60	-	-	8 (5)	20	Claw 8 T3	Bite 11 T5			
Creshi	S	O	-3	3	5	10	18	16	13	40	10	S	-3	6 (3)	18	Bite 6 T3				
Crill	S	MD	+1	12	16	14	26	21	22	350	120	C	6	7 (4)	22	Talons 11 T9 (x2)	Beak 11 P9	*Boc rod neutralizes dyshas*		

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	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	12	4 (1)	12	Bite 10 B17	Spike ram 6 P20	*Isho drain 4D6 v ISH*		
Darkwings	S	F	-3	5	10	15	27	10	16	30	15	C	2	7 (4)	16	Bite 7 T4 *3	Claws 7 T3	*Hallucinogenic poison. Failure with more than 5 = paralyzis.*		
D'Ghaad	S	JSP	0	17	15	10	10	15	14	45	130	L	4	7 (4)	16	Grapple 9	Bite 10 T6	*Masks signature*		
Dharmee	S	PD	-1	10	12	15	15	16	15	90	60	-	-	7 (4)	15	Bite 7 T5	Claws 7 T4	Tail bash 6 B5		
Dhar Dharmee	S	PD	0	19	16	14	12	18	15	110	120	G	2	7 (4)	12	Bite 9 T7	Claws 8 T6	Tail bash 7 B7		
Joruni Hazardous	S	SL	+1	11	14	12	15/6	17	15	100	130	G	2	7 (4)	15	Bite 8 T6	Grapple & roll 10	*Drown prey with roll*		
Do-Odreh	S	JS	-3	3	8	19	6	10	12	60	30	S	2	6 (3)	19	Bite 9 T2 *2	Squeeze 8 S2	*Paralyzing venom*		
Dhar Do-Odreh	S	JS	+5	23	16	18	13	20	14	120	350	S	10	7 (4)	15	Bite 10 P6 *4	Squeeze 8 S14	*Paralyzing venom*	*Interferes dyshas*	
Dothobider, common	S	MPD	+2	17	15	15	22	18	21	100	120	L	4	9 (6)	20	Ram 9 B8	Kick 7 B6	*Acute tra-sense*		
Dothobider, forest	S	F	0	12	13	16	24	16	22	80	70	L	3	9 (6)	22	Ram 8 B5	Kick 6 B3	*Acute tra-sense*		
Dichandra	O	SL	+2	18	18	15	16/12	18	12	200	190	G	6	7 (4)	15	Club bash 10 B9 (x2)	Pincer 9 E7	Spit venom 8 *4	*Local area paralyzing venom*	
Draiteer Lizard	S	MP	-1	12	16	18	20	17	14	100	60	S	2	9 (6)	20	Bite 7 T6				
Dreglamon	S	FJ	+5	26	19	5	1	25	20	400	380	C	8	7 (4)	13	Bite 10 T16 (x3)		*Masks signature*		
Duradon	S	F	+5	22	19	14	24/6	23	21	340	340	S	7	6 (3)	16	Talons 10 T13	Bite 9 T15	*Can mask signature*		
Ekatai, large	S	M	0	16	14	8	26/4	25	21	180	70	C*	4	5 (2)	16	Grapple 8	Bite 7 T4	Levitate 2 m / rnd. 1 kg / isho pt		
Epidoron (Sea Snatcher)	S	C	+8	15	20	12	7/16	26	20	350	30/600	C	12	7 (3)	12	Grapple 8 (x 10-20)	Bite 10 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	4	6 (3)	10	Bash 9 B9	Bite 6 T7	Club 7 B6	*Acute tra-sense*	
Frelic	S	F	-1	14	12	14	17	17	12	110	40	C	4	7 (3)	17	Ram 7 B4	*Interferes dyshas*			
Giggit (2nd stage)	C	J	-3	6	12	16	13	-	10	-	40	B	3	8 (5)	13	Bite 7 T6				
Gillics	S	J	-5	1	3	13	16	5	14	10	5	B	1	7 (3)	16	Bite 7 T2	Swam bites 12 T5	Painful, stinging bite		
Gilthaw Lion	O	A	+3	23	20	17	20	-	22	-	200	R	7	8 (5)	20	Claw 11 T8	Bite 11 T13	*No signature*		
Halamon Hawk	S	PM	-4	1	5	19	28	17	14	60	15	F	1	9 (6)	28	Beak 6 P5	Swarm 11 P8			
Harn	S	D	-1	5	12	14	16	18	8	120	30	L	2	7 (4)	16	Sand spit 8 B5	Bite 7 T4	*Mimics signatures*		
Harrigare	S	L	-1	6	10	12	14	16	9	90	50	L	2	7 (3)	14	Stinger 8 P4 *3		*Paralyzing venom*		
H'Gund (Gauss Horse)	S	P	0	12	18	10	20	19	16	180	70	S*	3	6 (3)	13	Horns 8 B6				
Horse	T	None	+2	19	17	15	21	7	17	7	120	-	-	7 (4)	13	Kick/trample 6 B7				
Jarric colony	S	FJ	-	15	19	12	15	24	18	290	100	L	-	7 (3)	15	Swarm bites 9 T8 *4	*Paralyzing venom*			
Jeesa	S	SL	-5	1	3	15	4	10	16	30	5	-	-	7 (4)	8	Acid spray 6 F4				
Jolloc	C	J	0	16	14	10	16	-	15	-	60	S	4	7 (4)	16	Mandible bite 8 T6	STR vs STR to resist drag or break hold		*No signature*	
Kaporic	S	OC	+1	16	17	10	10/18	18	10	200	190	G	5	6 (3)	15	Pincers 8 T8 (x2)	Venom 8 *4	*Local area paralysing venom*		
Kash-Ket	L	FJ	-2	16	10	12	17/3	.	19	-	50	S	2	7 (3)	17	Bite 9 T4	Smother 11 (special)	*No signature*		
Klavic	L	All land	-5	1	3	18	16	-	14	-	5	B	1	9 (6)	16	Sting 9 P3	Swarm 13 P5	Hatching larvae E4	*No signature*	
Kocrébon	S	S	+2	23	17	2	1	19	18	170	190	C	8	-	19	Hooks 9 P5 (x7)	Grapple 12	Bite 6 T10	*Masks signature*	
Korramon	S	FP	+10	29	20	8	6	22	14	300	650	L*	13	5 (2)	12	Whip tail 7 B16	Trample 5 B20			
Korrarra worm	S	FJSL	-2	10	8	15	10	20	13	100	30	L	-1	7 (4)	10	Bite 7 T3	Faint dysha 7 3D6 vs isho		*Can mask signature*	
Kuhara	S	M	0	18	12	10	16	10	15	30	70	C	6	6 (3)	16	Horns 8 P5				

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Leopard Fish	S	L	0	2	3	17	12	4	11	10	10	-	-3	-	12	Swarm bite 8 T5				*Only 1 exists?*
Leycosh (Pit Beast)	S	D	+10	39	25	-	0	26	11	350	700	B*	15	-	10	Tentacle grab 7	Bite 7 T18	*Mimics signatures & controls w pheromon*		*Only 1 exists?*
Lirgin	S	JS	-5	1	2	8	4	5	5	10	4	-	-	5 (2)	14	Bite 7 T1 *3	Max 1D6 damage	*Hallucinogenic venom*		
Locure	S	FM	-2	12	12	16	14	24	13	650	50	G*	5	7 (4)	14	Bite 8 B5	Claws 7 T4	4D6 v Isho or drains 5 / rnd		
Loosh, Maiden's Hand	S	JS	-3	2	4	10	16	4	14	12	5	B	1	6 (3)	16	Bite 8 T2 *3		*Paralyzing venom*		
Joruni Hazardous	S	PD	0	1	3	1	4	10	4	30	10	-	-	-	-	Acid burst 5 F2	Attack only for old pod stepped on		Extremely corrosive to metals	
Losht star	S	PD	0	1	3	1	4	17	4	50	10	-	-	-	4	FT 5 F7				
Lothern	S	PD	+4	23	21	8	8	24	15	220	180	L	7	5 (2)	8	Head bash 7 B9				
Mamcera	S	L	+5	25	20	12	16/6	24	17	250	260	C	11	7 (3)	16	Bite 10 T11	Tail bash 9 B9	*Can mask & mimic signature*		
Mandare	S	FJSM	+6	26	19	7	13	19	19	170	350	G	11	7 (4)	16	Bite 11 T12	Crush 6 B16	Roar (3D6 CON or stun)		*Can mask signature*
Mandare, white	S	A	+5	24	19	7	13	28	19	550	320	G	10	7 (4)	17	Bite 11 B12	Crush 6 B16	Roar (3D6 CON/stur	PO & FB 9 B7/F7	*Can mask signature*
Mandare Tree	S	FJ	+3	16	18	15	0	16	14	180	140	G	8	7 (4)	18	Bite 9 T9	*Masks / blends signature*			
Manéttica	S	JPD	+4	23	17	2	1	21	19	220	230	C	9	-	17	Claw 8 T8	Grapple & bite 12	Bite 9 T10	*Masks signature*	
Manon Drones	S	L	-1	14	12	15	9	5	15	80	30	-	-	7 (4)	9	Bite 8 B5	*Electric shock touch*	*Like electrify dysha*		
Mantibra	S	FJ	+4	23	19	18	17	24	20	300	230	G*	7	7 (4)	17	Bite 11 T10 *3	*Venomous bite 3D6 or death*			
Mantibra Hound	T	None	-1	12	15	15	18	12	16	24	60	R	1	7 (4)	18	Bite 8 T6 *2	*Venomous bite 2D6 or death*			
Mengelin	L	F	+5	23	17	4	5	-	11	-	260	B	7	4 (1)	5	Bite 9 T10	*No signature*			
Morrlat Stinger	S	P	+2	24	16	10	12	21	12	190	120	C	6	6 (3)	12	Tail spike 9 P6	Horn ram 7 P8			
Morskatee	L	J	-3	3	8	17	18	3	16	3	25	-2	-2	8 (5)	18	Claws 7 T3 *4	Pack attack 12 T5 *4	*Paralyzing venom*		
Nar'esh	S	DP	0	1	3	1	4	15	10	30	10	-	-	-	-	Steal isho at 2 / rnd				
Natikvi	S	M	+4	24	18	14	25/5	26	21	290	160	L	7	7 (4)	16	Wing strike 7 B8	Hind claws 10 T10			
Nellik Sea-Dragon	S	O	+5	24	17	13	20/3	23	23	220	280	L*	8	7 (3)	14	Bite 9 T11				
Nemsis	S	S	0	3	-	-	3	10	8	20	120	-	-	-	20	Grapple 8	Dissolution 1 D6 F12	1 attack per hour	Only harmed by fire	
Nestal	S	FM	+3	18	17	12	20/8	19	19	100	160	F	5	7 (3)	16	Beak 9 T9	Talons 8 T7			
Nestal, desert	S	D	+1	16	12	14	22/10	18	19	90	70	F	3	7 (4)	16	Beak 9 T5	Talons 8 T4			
Nobudhum	S	MDC	+5	24	21	12	18	26	23	320	290	G	10	7 (3)	12	Bite 11 T11	Head ram 10 B10	*Acute tra-sense*		
Orrin, large (warrior)	S	J	-1	10	12	12	16	18	15	100	40	B	3	7 (3)	18	Claws 9 T5 (x4)	Bite 7 T6			
Pekurion	S	FJU	0	16	17	12	16	20	15	180	100	G	4	7 (3)	16	Mand.bite 9 P5	STR v STR to remove	Chew 7 T4		
Perann	L	D	+1	21	17	15	16	-	16	-	140	L	4	7 (4)	18	Strangle 11 S8	Bite 9 T6	*No signature*		
Pibber (thisted)	O	FJ	-4	2	3	10	10	8	15	20	5	G	2	6 (3)	14	Claw 6 T3				
Pibber, Gransey (thisted	O	FJ	-4	2	5	10	10	9	15	30	10	G	2	6 (3)	12	Claw 6 T4				
Plague Moth	L	S	-6	1	1	8	15	-	10	-	2	-	-	6 (3)	15	Swarm stings 10 T1	*Spread Swamp Fever (40%) or own parasite*			
Poidill	S	OC	+4	23	17	12	19	19	21	250	200	L	7	7 (3)	19	Grapple 9 S8 (x2)	Bite 9 T10			
Prinji (Falster)	C	F	-3	6	12	15	13	5	12	5	20	B	3	7 (4)	13	Antenna sting 8 F5				
Puffjaw	S	J	-3	5	6	13	8	15	15	45	20	L	2	7 (3)	16	Tail grapple 8	Bite 7 T5			

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Raldin Lion (Darkmane)	S	JS	+1	17	16	16	17	22	20	220	120	S	5	8 (5)	19	Claw 7 T5	Bite 11 T7	Knockdown 9 B5	Tongue 7 P6	*Can mask signature*
Ra'rock	L	FP	+2	20	17	10	13	2	15	10	140	L	5	6 (3)	13	Bite 8 T7	*Empathic*	*can sense strong isho*		
Reema (Snowmane)	S	M	+1	16	18	16	19	25	21	260	110	S	5	8 (5)	20	Claw 7 T4	Bite 11 T7	Tongue 7 P6		*Can mask signature*
Rek-Lakla (full grown)	L	O	+7	30	19	-	0	-	6	-	470	C	13	-	5	Grapple/Crush S50	Bite 5 T16		*No signature*	
Rohborra (Spike Hound)	L	FMP	-1	15	15	15	19	-	17	-	60	G	4	7 (4)	19	Bite 8 T7	*No signature*			
Joruni Hazardous	S	OC	-1	12	10	16	17	23	16	200	40	L*	2	8 (5)	17	Bite 7 T4	Faint dysha 8 4D6 v isho 10 m			
Saka, yellow	S	FJ	-5	1	2	15	6	8	14	40	5	B	1	7 (4)	12	Bite 7 T3				
Salkin	S	FPD	-2	6	6	15	24/8	18	19	100	25	F	2	7 (4)	15	Talons 7 T4				
Sammoril	S	OC	+8	29	25	10	24	28	24	400	800	T*	14	6 (3)	12	Bite 10 T15	Ram 10 B17	Constrict 9 S10		*Acute tra-sense*
Dhar Sammoril	S	O	+13	38	30	5	28	50	28	1000	4000	T*	20	4 (1)	10	Bite 12 T21	Ram 11 B28	Constrict 9 S17	Hook claw 9 P14	*Acute tra-sense*
Sanassa, large	S	FJL	-2	12	5	12	18	10	14	60	30	S	2	6 (3)	15	Bite 8 T6				
Sanassa, Queen	S	FJL	+4	25	26	18	17/30	20	21	400	300	C	10	8 (5)	24	Bite 12 T12	Claws 10 T10	Tail 12 P12	LS 8 F10	*Can mask signature*
Scorpa Fish	S	OC	-2	10	12	16	20/14	18	15	100	50	L	3	7 (4)	18	Bite 8 T4 *3	STR v STR to remove		*Paralyzing venom*	
Dhar Scorpa	S	OC	+3	21	18	12	20/12	25	17	300	150	L	8	7 (3)	18	Bite 10 T9 *3	STR v STR to remove		*Paralyzing venom*	
Scrade (Wasto)	C	FMD	-1	10	10	17	21	3	14	6	50	B	4	8 (5)	21	Claw arms 8 T6				
Scragger	S	FJS	-3	10	11	13	12	17	14	40	10	L	2	7 (3)	12	Grapple 10	Bite 8 T5			
Sedocon	S	P	+3	20	19	12	18	22	17	190	150	G	7	7 (3)	18	Tail bash 8 B11				
Shellit	S	OC	-2	10	10	14	18	19	17	140	25	L	2	7 (4)	18	Bite 7 T4				
Shollick	S	JU	+5	21	22	12	14	21	20	500	350	G*	8	7 (3)	16	Grapple 10	Bite 8 T8	*Can mask signature*		
Dhar Shollick	S	JU	+9	28	26	8	10	26	26	800	550	G*	12	6 (3)	13	Grapple 10	Bite 9 T14	*Can mask signature*		
Shoymas	S	D	-1	10	14	8	10	22	13	260	60	C	5	5 (2)	10	Bite 6 T4	FT 6 F10			
Spearfish	S	O	0	15	14	16	17	16	15	60	70	B	5	7 (4)	17	Spike 8 P6	Spike sting 4D6 v CON or stun			
S'rack	C	JA	+1	17	15	15	18	4	15	4	120	B	4	7 (4)	18	Claws 9 T8 (x2)	Spit acid 9 F6			
Stig	S	D	-5	2	4	15	5	10	10	30	3	B	1	7 (4)	5	Pincer 8 T1	Swarm 13 T6			
Suviir	S	OC	-1	16	15	12	24	20	23	120	50	C	5	7 (3)	20	Bite 9 T7	Fin cut 8 E4	Grapple 7	*Can mask signature*	
Dhar Suviir	S	O	+4	24	19	10	22	25	25	340	160	C	10	6 (3)	18	Bite 10 T12	Fin cut 7 E8	Grapple 9	*Can mask signature*	
Talen Field	S	PD	-	14	10	-	-	19	14	450	10/300	C	6	-	17	First bite 10 T6 *3	Chew/bloodloss B3	*Paralyzing venom*	*Masks signature*	
Talmaron	S	FMP	+3	21	17	12	26/17	24	21	300	130	L	5	7 (3)	17	Kick 7 B7				
Tamparit	S	O	+14	41	50	-	0/3	60	4	4000	1200	C	22	-	5	Crush 1 B25	LS 7 F20			
Tarro	S	FJ	-2	5	8	17	14	17	18	50	40	-	-2	8 (5)	17	Bite 8 T4	Pull hair 8 B2			
Tarro, Borkelby	S	FM	0	17	10	14	12	15	17	40	90	L	2	7 (4)	17	Bite 8 T6				
Tarro, Spinner	S	J	-2	5	8	17	14	17	18	120	40	-	-2	8 (5)	17	Bite 8 T4	Pull hair 8 B2			
Tarro, Stiff-backed	S	FJ	-1	14	9	15	14	16	18	120	60	-	-2	7 (4)	17	Bite 8 T4	Pull hair 8 B2			
Tarro, Striped	S	FJ	-2	5	8	17	14	17	20	40	40	-	-2	8 (5)	17	Bite 8 T4	Pull hair 8 B2			
Thombo	S	P	+2	20	19	14	18	16	18	160	140	L	4	7 (4)	12	Kick 7 B9				

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Tillum Whales	C	OC	+8	29	17	5	12/4	5	10	10	450	B	13	4 (1)	12	Claws 7 T16				
Tokli (Lake Angel)	S	L	+1	16	12	16	20/24	21	21	200	80	G	5	7 (4)	20	Bite 8 T7				
Tomorok	S	F	+3	23	17	18	18	19	18	220	200	L	6	8 (5)	18	Crush/Bite 10 B10	Bash/tackle 11 B12			
Trigla	S	J	-1	9	15	13	20	24	23	210	60	S	2	7 (4)	20	Ram 9 T6 *4		*Paralyzing venomous horns & scales*		*Acute tra-sense*
Tunnel Worms	C	JU	-4	-	1	1	1	3	4	12	2	-3	-3	-	1	Burrow 11 P2				
Joruni Hazardous	C	MD	-5	3	3	10	12	-	10	-	5	B	1	6 (3)	12	Bite 6 T2	*Pheromones induce sleep in terran organism 4D6 vs CON*			*No signature*
Tuvic	S	M	+1	18	12	15	19	24	15	200	120	L	4	7 (4)	19	Bite 8 T7				
Uuban	S	P	-1	14	12	5	6	17	14	120	60	L	3	4 (1)	6	Spit strands 8	1 D6 per attack vs STR to break free.			
Uk'leck	C	U	+7	23	18	8	16	8	12	8	450	B	11	6 (3)	16	Pincer bite 10 T13	Spit acid 9 F5	Acid burns every round until removed		
White Uk'leck	C	A	+12	30	18	5	14	17	16	17	750	B	15	4 (1)	14	Pincer bite 11 T25	Spit acid 11 F5	Acid burns every round until removed		
Vattramon	S	SL	+6	26	17	1	1	21	19	180	350	C	12	6 (3)	18	Bite 10 T12 (x3)		*Masks signature*		
Val'esh (Sky Jewels)	S	DP	0	1	3	1	5	20	6	50	10	-	-	-	5	FT 5 F5	or BL 7	or FT 5	or BS 6	*False & mask sign.*
Vodra	S	A	0	18	17	10	10	25	25	200	90	C*	6	4 (1)	10	Snap 8 T4	Grapple 9 S3	Bite (if grapple) 9 T7	FB 9 F7	*Mimics signatures*
Vurucon	S	SO	+6	30	17	10	18	21	18	380	350	C	12	6 (3)	15	Ram 9 B10	Bite 6 T12	*Can mask signature and interferes dyshas*		
Vurunn Whales	S	O	+3	19	17	12	16	26	13	340	200	G	8	7 (3)	14	Tail bash 9 B8				
Weach	S	JS	-3	15	10	13	15	16	20	40	20	L	-2	7 (3)	15	Grapple 7	Suck blood 2 / rnd	STR vs STR to pull off		
Whip Bees	S	FJS	-5	1	3	18	16	2	12	4	2	B	1	9 (6)	16	Whip sting 9 T1	Swarm 9 T10			
Wolf	T	FM	-1	12	18	15	19	9	18	9	50	R	1	7 (4)	19	Bite 8 T6				
Wolf, Pagra	T	M	-1	12	18	15	19	17	22	80	50	R	1	7 (4)	19	Bite 8 T6		*Also has tra sense*	*Can crudely mask signature*	
Zetla, 1st stage	S	FM	-2	8	8	16	15	16	12	80	30	L	-1	7 (4)	15	Bite 6 B4 (no teeth)				
Zetla, 2nd stage	S	FM	0	16	17	14	8	20	14	180	100	S	2	7 (4)	8	Bite 8 T6 *4	*Painful poison causing stun*			
Zuuna (Isho Githerin)	S	FP	-4	1	2	18	24	15	15	30 (100)	5	-	-	8 (5)	18	Isho drain 1 / rnd				

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Evids																				
Dark Weach (#1)	S	n/a	-3	10	-	12	17	25	13	300	150	A	3	7 (3)	17	BB 8	ST 8			
Ekid (#2)	S	n/a	-1	12	-	12	15	25	13	300	150	A	5	7 (3)	15	LS 8 F10	PO 8 B8	DE 8		
Trasca (#3)	S	n/a	-3	14	-	12	15	25	13	300	170	A	3	7 (3)	15	Bash 11 B6	PO 8 B10			
Gotey (#4)	S	n/a	0	16	-	15	15	28	13	400	220	A	6	7 (4)	15	Tongue 11 P8	LS 10	EL 10 F7	ST 10	
Joruni Hazardous	S	n/a	+5	21	-	10	12	30	16	500	500	A*	11	6 (3)	15	Tentacles 11 B10 (x 4) & LB on same D6 F6		EL 10 F9	RE or PH 10	Bite 9 T12
Odillid (#6)	S	n/a	+4	18	-	15	19	35	18	800	300	A*	10	7 (4)	19	Bite 11 T12	RE 8	SH 8 (5 m radius)	CE 10 F11	
Lamorrid (#7)	S	n/a	+5	19	-	15	16	35	16	1000	400	A	11	7 (4)	20	Claws 13 P12 (x2)	CE 12 F12	PH 12	FL 12 F6	CR 10 F14
Eelshon She-Evid	S	n/a	+20	50	-	12	20	80	22	4500	5000	A*	27	7 (3)	20	Claws 12 T26 (x4)	Bite 10 T28	Stomp 10 B32	Warp Walking 6	PB 12 P13 (x2)
Great Horbaal	S	n/a	+20	40	-	8	10/6	80	25	6000	4000	A*	27	5 (2)	10	Claws 10 T23	Bite 10 T28	W 8	PB 11 P11 (x4)	
Horbaal Spawn	S	n/a	+6	27	-	10	12	35	18	2000	800	A	12	6 (3)	16	Claws 10 T12	W 6	PO 10 B9		
Griagaal	S	n/a	+3	20	-	15	16	35	18	800	400	A	10	7 (4)	19	Claws 11 T10	Grapple 11	PO 11 B12	SH 8	
Shomorac Do-Desti	S	n/a	+3	21	-	17	18	35	18	1200	500	A	10	8 (5)	21	Claws 13 T14 (x2)	Bite 10 T15	LS 10 F10 (x2)	RE 8	
Gobisha Do-Desti	S	n/a	+3	20	-	17	18	35	18	800	400	A	10	8 (5)	21	Claws 11 T10 (x2)	Bite 10 T11	LS 10 F7		
Shotey Do-Desti	S	n/a	+3	20	-	17	18	35	18	800	400	A	10	8 (5)	21	Claws 11 T10 (x2)	Bite 10 T11	LS 10 F7		
Tolosha-Rami	S	n/a	+3	21	-	17	18	35	18	800	400	A	10	8 (5)	18	Claws 11 T10 (x2)	Bite 10 T11	CO 10 S14		
Garagast	S	n/a	+3	20	-	17	15	35	18	800	400	A	10	8 (5)	20	Claws 11 T10 (x2)	Bite 12 T11	Stomp 10 B10	LS 11 F10	
Soshana Nu-Desti	S	n/a	+20	50	-	3	20	80	26	4000	4500	A*	27	4 (1)	20	Bite 10 B26	Bash 11 B30	CE 12 F24		
Shorroc	S	n/a	+12	38	-	17	16	60	22	2000	2000	A	18	8 (5)	21	Pierce 12 P19 (x4)	Bite 10 T20	Stomp 10 B12	EL 12 (x4)	
Shyee-Humanii	S	n/a	+5	25	-	15	16	35	18	1200	600	A*	12	7 (4)	20	Claws 13 P12 (x2)	Bite 11 T10	Bash 11 B10	PH 13 4D6+4 v STR	RE 8
Sokota Du-Taur	S	n/a	+4	22	-	12	16	40	15	800	600	A	15	7 (3)	21	Limbs 12 T14 (x4)	Horn 10 P15	Trample 10 B10	BB 12	
Nashantra	S	n/a	+12	38	-	17	16	60	22	2000	2000	A	18	8 (5)	21	Bite 12 P19	Claws 10 T14	Stomp 10 B8	EL 12 (x2)	
Evids are all constructs, created by shantic sholaris, incapable of reproduction																				
All evids rely on tra-sense																				
All evids must recharge sooner or later																				
The seven basic evids types can be found in several locations. Some are even still created today. They have only limited intelligence/cunning																				
The greater evids are all unique with greater cunning and are one of their kind																				
Evids cannot be stunned, fall unconscious or suffer Kill Rolls																				
Evids do not suffer injury penalties, but do get -40 on all actions when only 1/4 IP left																				

Name	Or.	H	Size	ST	CO	AG	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	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	9	4 (1)	5	Sonic 12 B18	Blood boils 1D10+20 / rnd			*No signature*
Djuma Warbeast	L	n/a	+4	21	23	10	12	-	8	-	320	C*	6	6 (3)	12	Ram 9 B12	Gore 9 P12	Trample 9 B12		*No signature*
Garachkatta	L	n/a	+14	35	30	10	10	-	12	-	1500	B*	21	6 (3)	10	Claws 11 T15 (x4)	Gore 9 P14	Trample 9 B16	Spit acid 11 F10	*No signature*
Gate-Beast	L	n/a	+5	20	25	10	-	-	10	-	550	L	14	6 (3)	-	Claws 10 T14 (x4)	Bite 8 T12 (x2)	Wail (stun)	24 BEPFST w shell	*No signature*
Joruni Hazardous	L	n/a	+9	24	23	13	24/16	-	21	-	200	G	13	7 (3)	16	Claws 11 T15 (x2)	Barbed Tail 9 E12	Bite 9 T10		*No signature*
Matra-Galiga	L	n/a	-5	2	-	20	26	-	10	-	-	-	-	9 (6)	26	Ignition touch 8 F7	Swarm fire 16 F25	*As good as indestructable!*		*No signature*
Nurrich	L	n/a	-1	15	18	10	10	-	10	-	100	-	-1	6 (3)	10	Bite 5 T3				*No signature*
Planter Klavic	L	n/a	-6	1	3	18	16	-	14	-	5	B	1	9 (6)	16	Sting 9 P3	Swarm 13 P5			*No signature*
Schlorr Kaar (Green Fire)	L	n/a	-	-	-	-	17	-	19	-	50	-	n/a	8 (5)	17	Conc. Fire 12 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	11	5 (2)	10	Ram 9 B12	Bite 8 T14			*No signature*
Swordbearer	L	n/a	+2	22	21	19	22	-	21	-	280	L	9	9 (6)	22	Claw 16 T14	Bite 12 T9	Tackle 11 B8		*No signature*
Tchobyska warrior, small	L	n/a	-1	10	13	17	15	-	12	-	80	C	3	8 (5)	17	Claws 7 T5	Bite 7 T6			*No signature*
Tchobyska warrior, large	L	n/a	+1	14	15	15	14	-	11	-	150	C	5	7 (4)	17	Claws 9 T7 (x4)	Bite 8 T8			*No signature*
Tchobyska destroyer	L	n/a	+4	21	17	13	13	-	10	-	250	C	9	7 (3)	13	Claws 11 T10 (x4)	Bite 9 T12	Barbed Tail 9 P8	Thorns 7 P5	*No signature*
Tchobyska capturer	L	n/a	+2	18	13	10	15	-	10	-	180	C	6	6 (3)	15	Grapple 9				*No signature*
Tchobyska spitter	L	n/a	-2	8	13	16	13	-	14	-	50	C	3	7 (4)	13	Spit acid 8 F8	Claws 6 T4			*No signature*
Tree Harvester	L	n/a	+12	28	25	5	8	-	5	-	900	B	18	4 (1)	8	Bite 6 B20	Stomp 8 B24	Push/crush 10 B24		*No signature*
Tremla Bloodseeker	L	n/a	-3	2	12	17	21	-	25	-	40	S	1	8 (5)	21	Bite 9 T4 *3	Claws 9 T1 *3	*Killing & insanity venom*		*No signature*
Tremla Cleaner	L	n/a	-3	2	12	17	21	-	10	-	40	S	1	8 (5)	21	Bite 9 T4	Claws 9 T1			*No signature*
Uvarat	L	n/a	-2	7	14	15	14	-	19	-	80	-	-2	7 (4)	14	Grapple 6				*No signature*
Wailers	L	n/a	-1	12	18	12	13	-	15	-	120	-	-1	7 (3)	13	S-scream 11 B12	Claws 7 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	MO	IS	AWA	Isho pts	MaxIP	AT	Prot.	Dodge	Ini.	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5
Dangerous Flora																				
Blue Hats	S	J	0	-	-	-	-	10	-	60	5	-	-	-	14	F 9	3D6 vs ISHO or faint	Smother 5		
Destella (at eruption)	S	F	+10	-	-	-	-	25	-	2500	600	-	-	-	-	Desti Fire F20	40 m radius around tree. Starts normal fires			
Linryte	S	J	-	-	-	-	-	-	-	-	-	-	-	-	-	Poison leaf *2	2D6 vs CON or death			
Nauma Spores	S	FJ	-	-	-	-	-	5	-	10	-	-	-	-	-	Spore attack 11 *3	Causes nausea and irritated red growth			
Joruni Hazardous	S	FJ	-	-	-	-	-	10	-	20	10	-	-	-	16	Spore attack 7 T4	Infects target with needle spores - see limilates			
Needler	S	F	+7	-	-	-	-	20	-	60	450	-	-	-	16	Needles 7 P5 *4	Paralyzing poison			
Oljata Moss	S	FJS	-	5	-	-	-	5	-	50	-	-	-	-	-	Suckers 8 T3 *2	*Paralysis and then bloodloss 2/rnd*			
Riddler	S	J	+2	16	-	-	-	21	-	40	120	-	-	-	14	Grapple 8	STR vs STR + 8 x 1D T10 to break free		Bloodloss 2/rnd	*Mimics signatures*
Rowah Grass	S	P	-	-	-	-	-	5	-	15	-	-	-	-	-	FT F4				
Saamut Flowers	L	FJ	-	1	1	-	0	2	-	10	1	-	-	-	-	Acid F5	Wounds heamorrhage B5			
Snap Trap	S	J	-2	16	-	-	-	4	-	20	30	B	4	-	19	Claw trap 7 P4	STR v STR to break free			
Stickweed	S	OC	-	4	-	-	-	2	-	10	-	-	-	-	-	Attach 7	Solvent required for removal		Bloodloss 1 / rnd after 1 hour	
Strangleweed	S	C	+3	17	-	-	3	10	-	30	30	L	3	-	14	Strangle 8	STR v STR to break free			
Tengril Vines	S	FP	-	17	-	-	0	4	-	20	10	-	-	-	16	Razor snap 5 T5 (x5)				