

THE HYPERCOOP BESTIARY

An online repository of information on the Unreal Book of Beasts
and summons.

Version 1.0 (not completed)

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Based on:

Aura readme files / serverinfo msgs of HyperNL's Hypercoop Servers;
Khajiit Rankin's Unreal Guide;

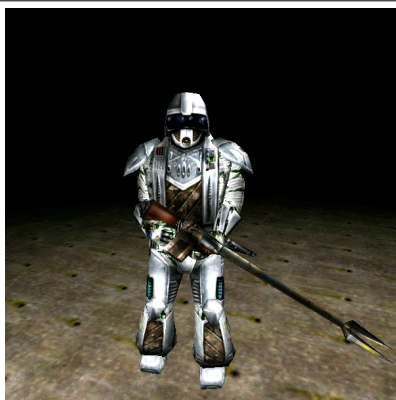
jTool3, Some fun stuff for Unreal,

Original descriptions of Aura Items by : Fahrenheit/Celsius. Aura compiled by:
Boodaflow.

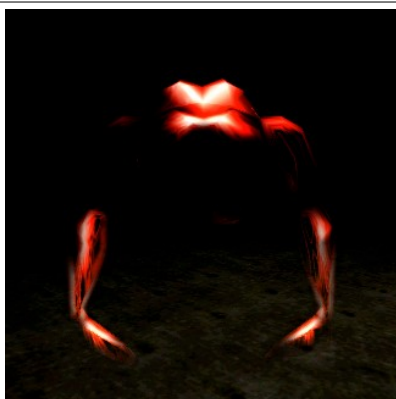
AKcoop2 Version 2 (c). readme file by Asgard.

Incipit liber de natura bestiarum.

*De craptoris et predatoris et nesteribus,
spiritis et shardis, mantis et gruelis.*



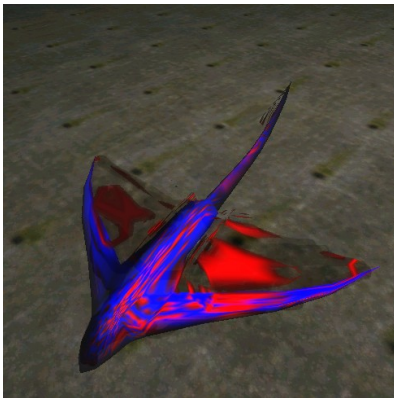
summon umsspacemarine.UMSArcticMarine 171HP Stand-alone spacemarine character from RTNP



summon auraarmy.babybag - A transparent, baby gasbag. Fires great balls of fire that seriously hurt a normal 100 health human. 2000HP



summon auraarmy2.beast - Awww so cute! AGGH ITS ATTACKING ME! It's a rabbit that fights back.200HP



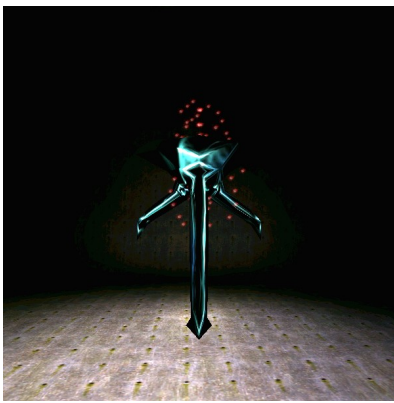
summon auraarmy1.bloodmanta - A crazy blue and red manta, with massive knockback abilities. HP3000



summon AKcoop2.craptor HP400



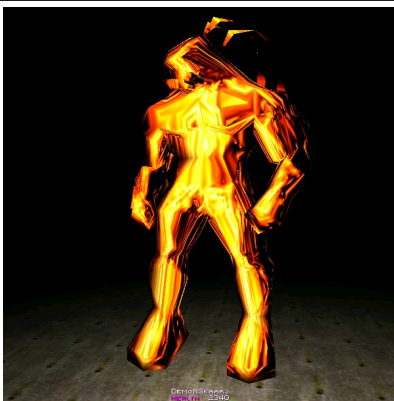
summon AKcoop2.deathhunter HP380 Deathhhunters are lethal one shot and you die (for special occasions :))



summon jTool3.DeathTentacle HP80 (by Maniac) A very deadly tentacle. Quite fun, actually :) Good for making a coop game extra challenging. Shot kill with one hit, and have enough damage radius that near misses kill, too. Can easily get multiple kills if players are huddled together. Smarter, stronger, faster, more sensitive than normal tentacle, and harder to see in dark places.



summon auragame1.demonfog - a hideous little creature that feeds on rotting corpses. HP300



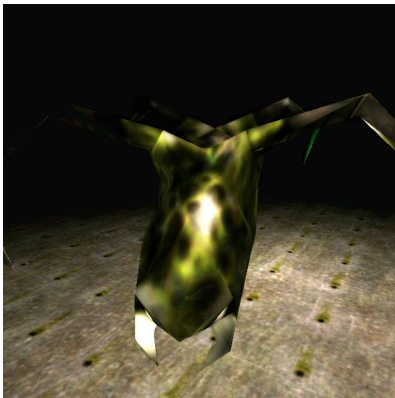
summon jTool3.DemonSkaarj HP2340 (by Maniac) A giant fire textured skaarj shots powerful, accurate fireballs. Fun to watch 2 demonskaarj fight :)



summon umsspacemarine.UMSDesertMarine HP151 Stand-alone spacemarine character from RTNP



summon AKcoop2.dragonfly HP260 Dragonfly and hornet...
Thought some aircraft would be nice :)



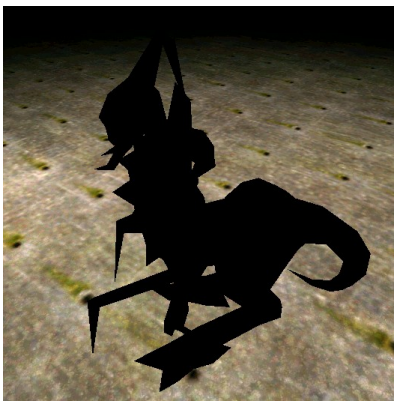
summon auraarmy1.dung – DungeonSpider ,a pupae that seems to carry the plague. When it hits you, you recieve repeated heavy damage lasting for about 15 seconds. HP2500



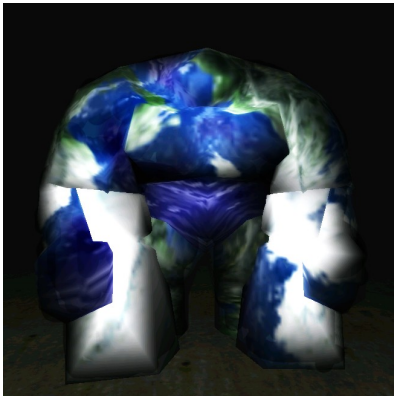
summon AKcoop2.Evol HP575



summon auraarmy.xrst – Exorcist, a small warlord with rockets that do insane knockback. He's surprisingly accurate with them too. HP3450



summon auraarmy.goddess - A small queen that seems to have lost her love of telefragging, but has a new ability. She can send a small army of exploding pupae at you. HP575



summon auraarmy1.goon - A brute with a world texture on him. He shoots really fast, high-damaging rockets. aka Chunk HP3400



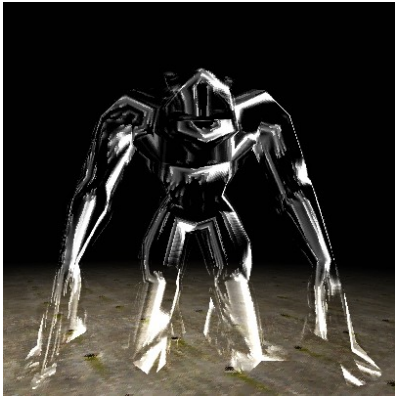
summon AKcoop2.Gruel HP 575



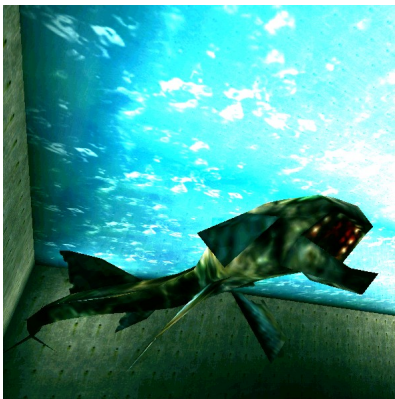
summon AKcoop2.hatchling HP200



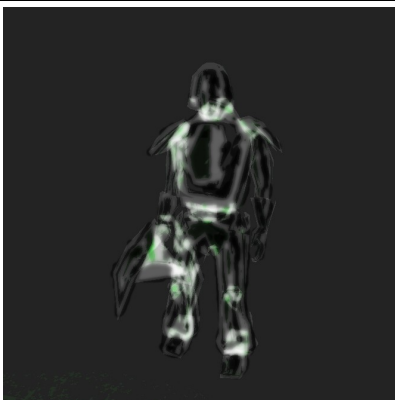
summon AKcoop2.hornet HP260 hornet... Thought some aircraft would be nice :)



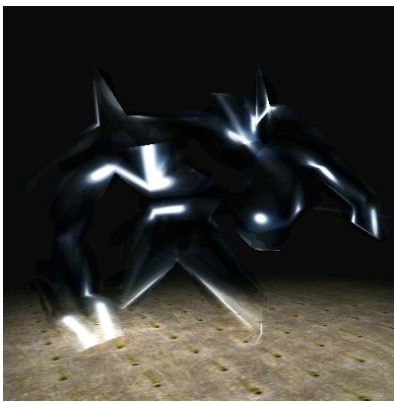
summon AKcoop2.icetitan HP2800 Icetitan was designed to allow you to be able to summon a titan without having to ghost and is small enough to get through most passages :)



summon auraarmy.jaws - A massive devilfish with powerful jaws and a bad attitude. HP1000



summon umsspacemarine.UMSJungleMarine HP161 Stand-alone spacemarine character from RTNP



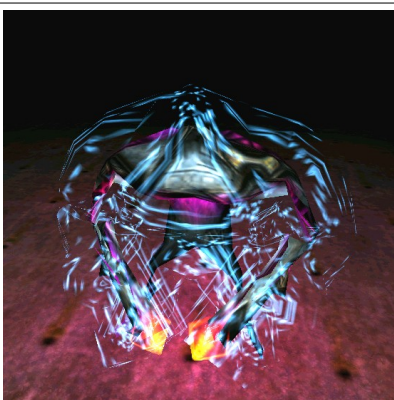
summon auraarmy1.lspirit - A legless krall "spirit". Huge. Fast. And shoots rockets. HP1050



Summon Napali.maiden HP700 The maiden is a large tough spider which may throw some of its eggs at you as an alternative projectile.



summon AKcoop2.manta111x HP600 Manta111x... well a war trained manta :) now also shoots



summon AKcoop2.mech HP540



summon AKcoop2.minion HP180 Minion is a little pain in the
Seems to enjoy getting in your hair :)



summon auraarmy.mommabag - Larger version of the babybag.
Shoots green fire and can spawn little bags. HP3000



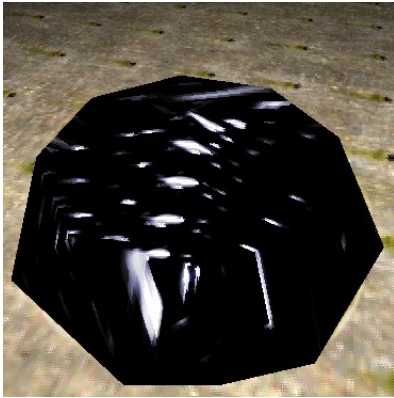
summon AKcoop2.nester HP4000 Nester.. the mother of all
hatchlings :)



summon AKcoop2.packhunter HP260



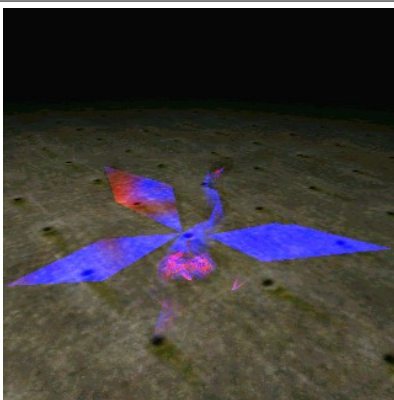
Summon Napali.Predator HP100 Predator model extracted from Return to Na Pali



summon auragame1.rogueslime - a slimey goo like experiement gone wrong. HP220



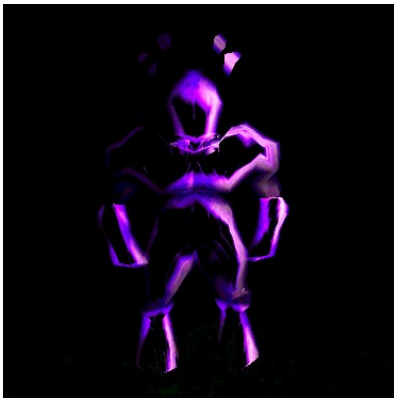
summon AKcoop2.Samain HP575



summon auraarmy.scavenger - a red fly with impressive damage and flight speed HP300



Summon Napali.shadow HP100 The shadow is a nasty smallish spider, well it just bites, but may be hard to see in dark places.



summon auraarmy.shard - A mini skaarj with alot of dodging capability. Shoots a beam of energy. HP100



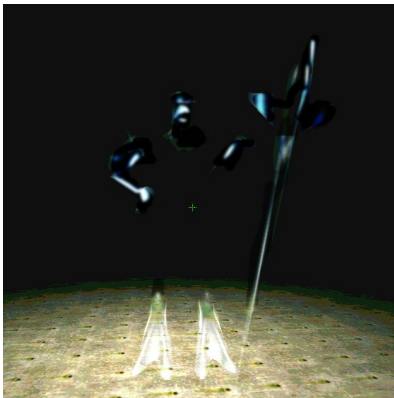
summon auraarmy1.sloth - A giant, and i mean giant, skaarj. A reference to "The Goonies"? He talks alot, and is carrying the demoncannon. HP2000



summon umsspacemarine.UMSSpaceMarine HP171 Stand-alone spacemarine character from RTNP



Summon Napali.spinner HP100 For lovers of spiders :) Spider model extracted from Return to Na Pali



summon auraarmy1.spirit - Same deal as the legless version. Only... with legs. Yeah. Has a massive amount of health. - HP1050



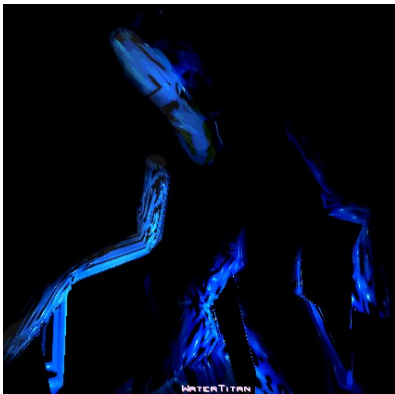
summon AKcoop2.squid2 HP280 The squid2 is nothing exciting, but is an improved version of the first one, this one actually does something.



summon auraarmy.suicider1 -It fires a glob of biorifle goop at you, willing to get up close and personal. HP100



summon AKcoop2.wasp HP250



summon auraarmy.watertitan - A titan with a slight movement issue. Throws water rocks at you. Is generally the same as a normal titan in strategy. HP1800