



BASIC DYSHAS	TRA White	SHAL Blue	LAUNTRA Green	EBBA Yellow	DU Amber	DESTI Red	GOBEY Dark Brown
GOBEY	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetration Bold	Shield •
DEST	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lighting Blast •	• Key Dyshas
DU	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light •		
EBBA	Floater	Scramble	Shining	Levitate •			
LAUNTRA	Inner Ear	Body Freeze	Healer •				
SHAL	Rummage	Brain Blast •					
TRA	Deflector •						

BASIC DYSHA USE

You must learn the dyshas of your own Lih-al first. This means you must put at least "1" into each of those seven dyshas.

§ The Key Dyshas (•) are thrown with a bonus of +3.

§ Dyshas of your own Lih-al are thrown without modifiers.

§ Dyshas that do not contain the color of your own Lih-al are thrown with a -3 penalty.

§ Key Dyshas from a Lih-al that is not your own are thrown with a -6 penalty.