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Humanoid Species

In Teriock there are many additional sentient and humanoid species populating the landscape. Some are playable for anyone who has already been playing at least one season in Teriock. Others are playable only under certain circumstances and others are rarely ever player characters. Most characters of these species do not get an additional backstory (being this species is their backstory instead).

Key	Conditions for Playability
◆	Fully playable (after at least one season)
✦	Playable under certain circumstances (usually specified, see GM)
▲	Rarely playable (see GM)



◆ *Cobben*

Size: 3

AV: 0

Lifespan: 100 Years (Adult at age 20)

Looks: As humans, but with a horse head and horns.

Abilities: **Spirit Item (roll for type on chart): A random magical item that can be summoned from their soul that cannot be Unforged or Looted. 1 mana per 30 minutes.**
[Cannot bare (wield or carry) more than two magic items (in addition to their Spirit Item)]

Notes: Cobben are matriarchal and will usually look to the strongest female in a group as a leader.

◆ *Desert Saurag*

Size: 3

AV: 2

Lifespan: 75 Years (Adult at age 10)

Looks: Saurags look like humanoid lizard men. They are about human sized and are covered in scales, but have no tails. They have piercings corresponding to their clans.

Abilities: **Talented Hunter (in deserts), Talented Tracker (in deserts), Desert Weather Resistance.**

Special Abilities by Clan (in deserts only):

- ***Worm Clan - Ambush.***
- ***Spider Clan - Snare.***
- ***Lizard Clan - Awaken.***
- ***Scorpion Clan - Paralysis Resistance.***
- ***Snake Clan - Venom Resistance.***
- ***Centibeast Clan - Endure.***
- ***Sand Clan - Sand Blind (packet, blinds target for 20 seconds).***
- ***Dragon Clan - Limited Blessing (Saurages & Dragon Worshipers only).***

[Must wear custom armor, Desert Active: Outside of deserts they must call "Active: I spend a mana to stay active" each encounter or else they are Slow]

Notes: Saurags are native to the southern deserts in mainland Teriock. They are generally tribal and have trouble adjusting to cities and guilds.

TERIOCK ELVES

▲ Wilde Elf (Green elf)

Size: 4

AV: 1

Lifespan: Infinite (Adult at age 100)

Looks: These tropical elves of the Wilde Isles have a greenish tint to their skin.

Abilities: **Immune to Mental Effects.**
Innately Second Rank Nature Mage.
[Active, Thin Soul]

Notes: From the Wilde Isles, not much is known about these elves other than their bizarre color and the fact that they do not speak. Although they are reclusive in nature, they are ruthless when angered. Wildes Elves seem to worship nature in some form.

▲ Shadowcreep Elf

Size: 3

AV: 0

Lifespan: Infinite (Adult at age 100)

Looks: Shadowcreep elves are dark haired and more rough looking than their southern and western counterparts. Their skin color and texture seems to shift somewhat with their surroundings.

Abilities: **Immune to Mental Effects, Acrobatics, Hide/Stealth, Talented Tracker.**
[Thin Soul]

Notes: Shadowcreep elves are a variety of wood elves that developed along the Meta Lassi in Shadowcreep Forest. They are silent and difficult to Identify. It is said that the no resurrection line runs sporadically through the forest.

◆ *Wenport Elf*

Size: 1

AV: 0

Lifespan: Infinite (Adult at age 100)

Looks: Wenport Elves look like elves, but are the size of hobbits.

Abilities: **Climbing, Swimming, Corsair, Immune to Mind Effects, Sense Weather.**
[Limited Strength, Water Active: While on land Wenport Elves must call “Active: I spend a mana to stay active” each encounter or else they are Slow, Thin Soul]

Notes: Pigmy elves that evolved on the West Salamani Isle. These small elves are natural sea fairer and fisherman that are highly sought after for captains of voyages.



▲ *Kai Human*

HP: 2

Size: 4

AV: 0

Lifespan: 100 Years (Adult at age 20)

Looks: Large tough humans.

Abilities: **Humans have no innate advantages or drawbacks!**

Notes: A group of humans from the nation of Kai in the far East. They have evolved to live across the Meta and often have no experience with magic.

KHEPRA PHRAINTS

◆ Green Khepra Phraint

Size: 4	AV: 3	Lifespan: 80 Years (Adult at age 12)
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Looks: Green khepra phraints look like green, sexless insectoid people. They are like huge scarab beetles, but with just two arms and legs, bulky wings and are the size of centaurs.

Abilities: **Slow, Glide, Resistant to Fear.**
[Cannot go mage, Must have Custom Armor]

Notes: A more recent variety of phraint from the Egyptian Isles. Khepra phraints act as the elite forces of the Egyptian armies and guard the Jungalabrai Isles.

◆ Red Khepra Phraint

Size: 2	AV: 3	Lifespan: 80 Years (Adult at age 12)
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Looks: Red khepra phraints look like their green kin, but are smaller and have more pronounced wings.

Abilities: **Slow, Flying, Resistant to Fear.**
[Must go mage]

Notes: The more elite mages of the khepra phraints.
[When making a khepra phraint character: must roll a 1 or 2 on a d100 to be a red khepra phraint.]

▲ Gold Khepra Phraint

Size: 1	AV: 3	Lifespan: 80 Years (Adult at age 12)
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Looks: Gold khepra phraints look like their Red kin, but are smaller and have more pronounced wings.

Abilities: **Flying, Resistant to Fear, Blessing (for Egyptian party members).**
[Must have Custom Armor]

Notes: Khepra phraint queens.
[When making a gold khepra phraint character: player must be female and roll a under a 3 (1 or 2) on a d100 to be a gold khepra phraint.]

◆ *Oni Ork*

Size: 1

AV: 1

Lifespan: 100 Years (Adult at age 20)

Looks: Much like Urukai that have evolved to be very short and stocky.

Abilities: **Duel.**
[Limited Strength, Character must worship Hindu gods]

Notes: Oni are from an island chain in the Southern Isles. They have evolved a hierarchical society based on the smallness of things. The smaller one is, the closer they are to godliness and inner oneness. They tend to worship Brahman gods and maintain Hindu beliefs. Those that do not lose their cultural ability to duel.

◆ *Phraint*

Size: 3

AV: 2

Lifespan: 80 Years (Adult at age 12)

Looks: Phraints look like green, sexless insectoid people. They are like praying mantises, but with only two arms and legs and the size of humans.

Abilities: **Leap, Immune to Fear.**
[Unable to become a mage, Must have Custom Armor, Incapable of Swimming]

Notes: Phraints are from the southern Teriock deserts and have a hive-like culture in which they are constantly serving the queen. The queens are normally gold in color and are served most closely by an additional red variety (see player subspecies). Phraints do not feel emotions though they are often “afraid” of water.

▲ *Pygmy Centaurs*

Size: 2

AV: 0

Lifespan: 75 Years (adult at age 12)

Looks: As smaller centaurs.

Abilities: **Swimming, Endurance, Fast.**

Notes: Pygmy centaurs are a small breed of centaurs from an island to the south. They are thought to be a long lost centaur tribe that split off during the Age of Ice and Fire.

◆ *Red Phraint*

Size: 3

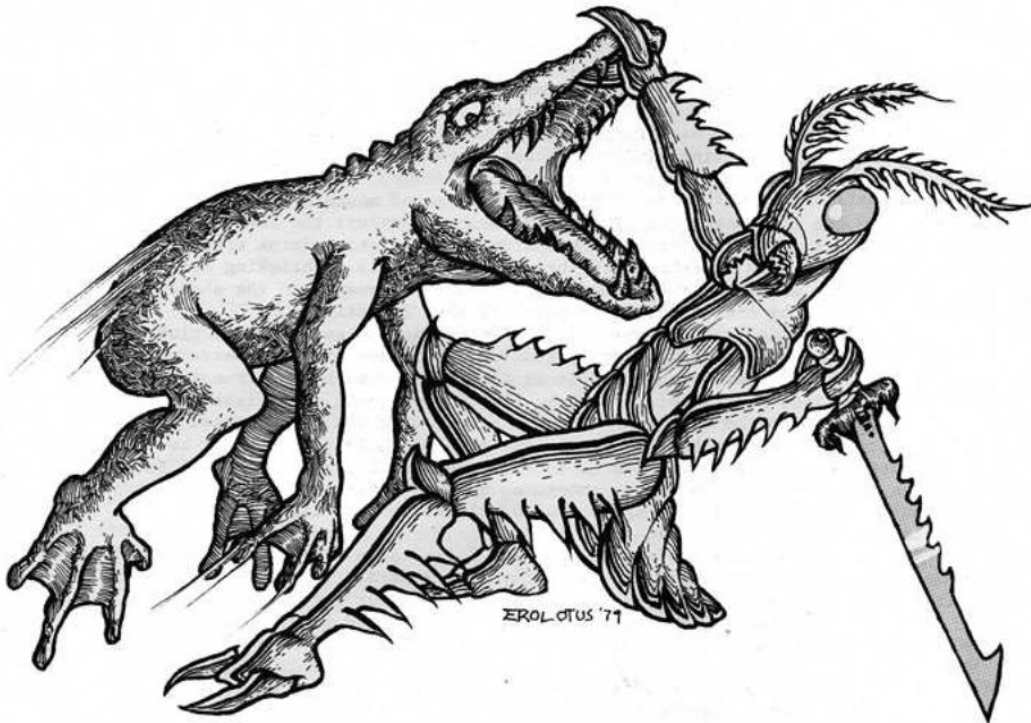
AV: 2

Lifespan: 80 Years (Adult at age 12)

Looks: Red phraints look like red, sexless insectoid people. They are like praying mantises, but with only two arms and legs and the size of humans.

Abilities: **Leap, Resistant to Fear.**
[Must have Custom Armor, Must go mage, Incapable of Swimming]

Notes: Red phraints are similar to their green kin, but are rarer in color, and experience emotion. They are the mages of the hive and the drones that potentially can mate with the queen.
[When making a phraint character: must roll a 1 or 2 on a d100 to be a red phraint. If you are a girl and and make this roll SEE GM!]



◆ *Tei Koban*

Size: 3

AV: 0

Lifespan: 100 Years (Adult at age 20)

Abilities: Spirit Item, Limited Martial Arts (clan specific)

Special Abilities by Clan:

- *Heaven Clan - Leap and Vulnerable to fire*
- *Earth Clan - Fire Resistance and Incapable of Leap*
- *Air Clan - Leap and Incapable of Climbing*
- *Thunder Clan - Climbing and Incapable of Leap*
- *Water Clan - Swimming (no Diving) and Vulnerable to fire*
- *Fire Clan - Fire Resistance and Incapable of Swimming*
- *Mountain Clan - Climbing and Incapable of Swimming*
- *Lake Clan - Swimming (no Diving) and Incapable of Climbing*

[Can not bare more than two additional magic items, Cannot use armor or shields unless it is of the same type as their spirit item, Can only use one class of weapons except their spirit item, Must be Dancer Craft]

Notes:

Tei Koban society is matriarchal. Cobbens can intermarry between clans, but live in the eldest and/or wife's house. As such, children are normally raised in the clan of their mother. Tei Koban cobbens speak a variation of Japanese, but with a Maori accent. When mature, young cobbens are given their clan's tattoo. Tei Kobans worship Japanese deities and/or their ancestors. Dancing is an integral part of their culture. The dances prepare young cobbens for obtaining their spirit items and helps their ancestral connection and monk training.

Tei Koban Spirit Item Development

Rank 0: Limited Martial Arts

Rank 1: Forms and lower lvl Rank 1 in Monk ability.

Rank 2: Cat Sense and other Rank 1 in Monk ability.

Rank 3: Martial Arts and Rank 2 in Monk spell.

Rank 4: Philosophy and Rank 2 in Monk spell.

Rank 5: Improved Cat Sense and Rank 2 Monk chi ability.

Rank 6: Rank 1 Samurai.

Rank 7: Rank 2 Samurai.

Rank 8: Rank 1 Spirit Priest.

Rank 9: Rank 2 Spirit Priest.

Rank 10: Rank 3 Spirit Priest.

Monsters

Alarming Disarming Monkeys

HP: 1	Size: 1	AV: 1	INT: Animal/Average	BR: 10
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Looks: Small new world monkeys with tails. Very in color dark brown to orangutan orange.

Abilities: Unglue, Disarm, Climbing, Leap, Martial Arts.

Notes: To Play these creatures make an alarming sound when intruders enter your territory. You have a nest you make in trees that you decorate with shiny things you take from passersby. Found only in the Southern Isles.

Armadillo Bird

HP: 2	Size: 2	AV: 2	INT: Animal	BR: 5
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Looks: Like a macaw with plated armadillo armor on its back

Abilities: Flying, Martial Arts, Large Shield on back, Immune to fall damage, Dive Bomb.
[Can't change direction while descending, Non-Humanoid, No Hands]

Notes: These birds roll in a ball from a large height to crack nuts and defend their territory.

Cave Scorpion

HP: 3	Size: 3	AV: 3	INT: Animal	BR: 7
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Looks: As giant scorpions.

Abilities: Snare (with axe), AV0 Paralysis Poison (with flail)
(Paralysis can only be cured by healing touch.)
[Non-Humanoid, No Hands]

Notes: Found in the caves of Teriock and the Southern Isles, they are never seen in sunlight. Always play using an axe (for claw) and flail (for tail).

Centabeast

HP: (X+2)	Size: 6-10	AV: 4	INT: Animal	BR: 12
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Looks: Like giant centipedes.

Abilities: **Bite, Devoir, UB with tail.**
[Non-Humanoid, No Hands]

Notes: [Play using at least five people. The head uses two axes for mandibles and is immune to all attacks until every one of its segments is destroyed. Each segment uses a large or tower shield and the end segment has a long flail.]
Centabeasts are found roaming the deserts of Teriock.

Coral Golem

HP: 10	Size: 6	AV: 4	INT: Animal	BR: 20
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Looks: These are Large Golems made of Coral.

Abilities: **Golems only take Magic Damage and are Immune to Spells.**
Adrenaline, Giant Strength, Shattering Armor, Regenerating in Salt Water, Unbreachability.

Notes: These Golems of living Coral are found in the Wilde Isles and are often accompanied by the green elves of this region.

Dragonfly

HP: 10	Size: 1	AV: 4	INT: High	BR: 15
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Looks: Like large hybrids of dragons and dragonflies, as small dragons with dragonfly wings.

Abilities: **5 mana, Dragonfly Breath (15 foot), Charm (Low or Animal int only, just in lair), Regenerating in Lair, Flying, Martial Arts, Weapon Mastery (Martial Arts), Hide (in or above water), Polymorph (dragonfly insect only, size ¼ & 1HP).**
[Non-Humanoid]

Notes: Usually found in the Oni Islands, though some have left their native grounds. These creatures are highly intelligent and are often mages in one or more classes. Every dragonfly has their own pond, swamp or small body of water that it treats as its lair.

Drakespawn Breeds

Drakespawn are very common in Teriock. Most are non-humanoid and rather bizarre. They are most often seen in the Southern Isles and seas. Below are a couple examples of drakespawn that have been encountered in Teriock. This is in no way an exhaustive list, but merely a few examples of the variety of drakespawn that appear across Teriock.

Technicalamari

HP: 1	Size: 1	AV: 0	INT: Animal	BR: 3
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Looks: Flying, rainbow-colored squid that “swim” through the air.

Abilities: **Flying (no soaring), Light Ray, Lightening Ray, Self Detonate (Passive!).**
[Non-Humanoid, No Hands]

Notes: [Play by using two flails for tentacles.]
They tend to travel alone but often skirmish in small groups of four or five. These cephalopods are strategic and competitive, throwing spells at each other to activate self detonate, thus taking out competition and prey simultaneously.

Tiger-Scarabs

HP: 10	Size: 2	AV: 4	INT: Low	BR: 13
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Looks: A cross between a tiger and a scarab beetle, with a hard, striped shell and six clawed legs

Abilities: **Flying, Ice Ball, Unbreachability, Martial Arts, Slay, Military & Battle Training.**

Notes: These peculiarly intelligent and speech-capable drakespawn are most often found in the southern isles, where they thrive in the light of the green sun. They are tough and bossy, often attempting to order threats or potential prey around before attacking them.

Spellspined Blowfish

HP:10

Size: 5

AV: 1

INT: Animal

BR: 5

Looks: A giant pufferfish with spines resembling red, green, and white arrows. They often inflate themselves to float to the ocean surface and attack

Abilities: **Arcane Spines (3+ animal packets, may throw as Fireballs, Empathic Rays, and Light Rays), Swimming**

Notes: The older blowfish often have more than three spines.



ELEMENTAL BUGS

Firefly

HP: 1	Size: ¼	AV: 0	INT: Animal	BR: 3
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Looks: Like red, glowing bugs.

Abilities: **Fireball, Flying, Immune to Flame Spells, Limited Damage Resistance (Zones 0-2).**
[Non-Humanoid, No Hands]

Notes: These bright bugs are found in the jungles and swamps of Oni Island. They seem to be attracted dry wood, in which they eat, feed and breed. They tend to attack and burn any dry wood they can see. However, they tend to stay clear of mushrooms, particularly deathcap toadstools, who prey on them.

Lightning Bug

HP: 1	Size: ¼	AV: 0	INT: Animal	BR: 3
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Looks: Like small, blue, glowing bugs.

Abilities: **Lightning Ray, Flying, Immune to Storm Spells, Limited Damage Resistance (Zones 0-2).**
[Non-Humanoid, No Hands]

Notes: Lightning bugs are found throughout the jungles and swamps of Oni Island. They seem to be attracted to conductive metal of any kind, gathering electrons from the air around them as food when they become adults. Often times they create a greater charge that they can process at any one time, thus resulting in a lightning bolt being discharged to the nearest “ground” (usually someone’s armor). They are drawn to metal due to the polarization that occurs while they are feasting. As soon as they discharge they become hungry again and instantly charge up from the air around them. They stay clear of toadstools, especially deathcaps, who prey on them.

Elk

HP: 2

Size: 4

AV: 2

INT: Animal

BR: 3

Looks: They look like elk - large fuzzy horns

Abilities: **Knockback, Gore.**
[Non-Humanoid, No Hands]

Notes: These creatures are often mistaken for deer but they are much larger and range in large herds. These are a polar variant.

GIGANTICUS CANCEROUS

Red Crab

HP: 1

Size: 2

AV: 3

INT: Animal

BR: 6

Looks: Huge red crab with razor sharp claws.

Abilities: **Hack (with axe), Carrying, Devour.**
[Non-Humanoid, No Hands]

Notes: [Play using an axe for one claw and short flail for the other.]
They scavenge the beaches and rock shores of Teriock making the following creepy sounds: "didachum datachum." They will only eat their food once claim over it is not challenged.

Yellow Crab

HP: 1

Size: 1

AV: 2

INT: Animal

BR: 4

Looks: Huge yellow crab with razor sharp claws.

Abilities: **Hack (with axe), Carrying, Devour.**
[Non-Humanoid, No Hands]

Notes: [Play using an axe for one claw and short flail for the other.]
They scavenge the beaches and rock shores of Teriock making the following creepy sounds: "didachum datachum." They will only eat their food once claim over it is not challenged.

Giant Blue Sea Star (Azulopodia)

HP: 10

Size: 7

AV: 4

INT: Animal

BR: 15

Looks: Giant 5 armed Sea Stars that move with amazing speed (for a sea star)

Abilities: **Giant Strength, Regenerating (so long as they are still wet), Slow on land.**
[Non-Humanoid, No Hands]

Notes: To Play these creatures use two small flails. They enjoy the flesh of crabs and and mollusks but will eat heroes too if given the chance!

Horse

HP:2

Size: 4

AV: 0

INT: Animal

BR: 3

Abilities: **Leap, Trample, AV0 with hooves.**
[Non-Humanoid, No Hands]

Notes: Horses are extremely rare and only found roaming the south eastern plains of Grittin. There they roam free and occasionally fall prey to the great roc that roam the skies over Teriock. In more recent times, horses have become somewhat more common due to the efforts of various heroes and ranchers.

Horsefly

HP: 2

Size: 3

AV: 0

INT: Animal

BR: 3

Looks: Appear as horses with the wings and eyes of flies as well as very sharp teeth.

Abilities: **Flying, Bite, Immune to toadstools.**
[Non-Humanoid, No Hands]

Notes: [Play a horsefly with two short flails to strike or bite with.] Horseflies are found roaming the swamps, jungles and forests of Oni Island. They often befriend humanoids that offer them fungus to eat. They will give the lucky onlookers a ride on their back afterwards. The reason for this strange behavior is of yet unknown.

Komodo Lizard

HP: 1

Size: 2

AV: 1

INT: Animal

BR: 2

Looks: As large lizards, sometimes with aquatic traits.

Abilities: **Martial Arts, Bite, Devour.**

Southern Variety:

● ***Swimming***

[Non-Humanoid, No Hands]

Notes: Will only eat after the alpha female takes a bite. Komodo lizards are found all over the Southern Isles. These lizards only attack in packs and will not approach groups larger than three.

Koolasoka

HP: 50*

Size: 10

AV: 1

INT: Animal

BR: 13

Looks: Koolasokas look like giant sea-faring amphibians striking tongues and limbs.

Abilities: **Head: Armor Piercing, Snare, Carrying, Devout, Natural Helm.**

Limbs: Armor Piercing, Regenerating (in lair).

Different Parts:

● ***Head - 10 HP***

● ***Limb - 10 HP***

[Non-Humanoid, Limbs are useless when head is wounded, No Hands]

Notes: [Play using five players. Use a long flail for head and tongue and medium flails for each limb.]
Koolasokas are found throughout the seas of Teriock in coastal caves.

Mana Flea

HP: 1

Size: ¼

AV: 0

INT: Animal

BR: 1

Looks: These are tiny relatives to the infamous mosquito. they look like tiny ticks.

Abilities: **Leap, 1 mana drain over 8 hours.**
[Non-Humanoid, No Hands]

Notes: These are tiny relatives to the infamous mosquito. These creatures feed off mana and are relatively harmless at first. After 4 days they fall off the victim to lay their eggs which will hatch in 24 hours. They can have anywhere from 100 to 200 offspring. If a party becomes infested by these critters there can soon be an epidemic of mana loss. if an individual has been infested by 25 of these creatures, they are down 1 mana per encounter. 50 and they are down 2. 75 and they begin feeling lethargic and become slow. 100+ of these creatures will kill you in your sleep from mana drain.

Minotaur (outsider)

HP: 5

Size: 6

AV: 3

INT: High

BR: 15

Looks: Large humanoids with the head and horns of a bull.

Abilities: **Natural Helm, Giant Strength, Innately 2nd Rank Veteran.**
[Partial-Humanoid]

Notes: These creatures are not native to this world (or from Crestfall). Their red skin is thick and unbreachable. They have an uncanny ability with magic and are often mages of at least two types. These creatures love and seek magic items and are sought after as dark officers.

Mongoose Squirrel

HP: 1	Size: 1	AV: 1	INT: Animal+	BR: 6
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Looks: Hobbit sized black mongooses with squirrel tails and gliding membranes like those of flying squirrels.

Abilities: **Glide, Martial Arts, Bite, Tracking, Immune to Noble Venom.**
[Non-Humanoid, Partial Hands]

Notes: They are found in packs of three or more. Mongoose squirrels are known to eat noble snake eggs and pester the snakes from their lairs. Despite their intelligence, they tend to display traits of greater intelligence beneath the surface, much like dolphins and other high functioning mammals.

Monsquito

HP: 1	Size: 1	AV: 1	INT: Animal.	BR: 2
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Looks: Like large black mosquitos the size of pelicans.

Abilities: **Mana Draining (20 seconds).**
[Non-Humanoid, No Hands]

Notes: These insects are usually found on Oni Island, but have slowly been spreading throughout the Southern Isles. They spawn in dark swamps in the cover of jungles or damp caves. They like to drink the blood of their prey after wounding them and for reasons still unknown, this appears to drain their victims of their mana. Use javelin for proboscis.

Mousebear

HP: 1*	Size: 1*	AV: 0	INT: Animal	BR: 4
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Looks: Sometimes as small jumping mice, but as large bears when threatened.

Abilities: **Different Forms:**
● **Mouse - 1 HP, Size 1, no abilities.**
● **Bear - 5 HP, Size 5, Bite, Martial Arts**
[Non-Humanoid, Partial Hands]

Notes: Mousebears are normally small jumping mouse bears. But, when threatened, instantly turn into large angry bears.

Noble Snake

HP: 20

Size: 8

AV: 4

INT: Animal

BR: 22

Looks: Giant metallic blue snakes.

Abilities: **Noble Venom, Innately Rank 2 Barbarian and Veteran.**
[Non-Humanoid, No Hands]

Notes: [Play using a spear for the snake's head.]
These creatures fear none save a pack of mongoose squirrels. Noble Snakes are found throughout southern Teriock and the Southern Isles.

Octokraken

HP: 50*

Size: 9

AV: 1

INT: Animal

BR: 14/8

Looks: Like a giant octopus with eight striking tentacles and a head.

Abilities: **Different Parts:**
● **Head - 10 HP, UB, Carrying, Devour, Natural Helm, Terror Ink Spray (Nine foot cone)**
● **Appendage - 5 HP, Armor Piercing**
[Non-Humanoid, Limbs are useless when head is wounded, No Hands]

Notes: [Play with nine or five players. Use two axes for the head and tongue and a medium flail for each limb.]

Pygmy Elephant

HP: 2

Size: 4

AV: 2

INT: Animal

BR: 3

Looks: Like miniature elephants.

Abilities: **Trample, Weapon Mastery (trunk), Disarm (with trunk), Snare (with trunk), Prehensile Appendage (trunk).**
[Non-Humanoid, No Hands]

Notes: [Play using medium flail to strike as trunk.]
Pygmy elephants are common mounts on the islands of Oni. They are half the size of traditional elephants, but just as dangerous.

Polar Bear

HP: 10	Size: 6	AV: 2	INT: Animal-Average	BR: 14
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Looks: These are large white bears of the north.

Abilities: **AV0 Bite, Martial Arts, Giant Strength, Stealth in snow, tracking, swimming, Devour.**
[Non-Humanoid, Partial Hands]

Notes: Some of these breeds can be very intelligent and are known to develop language though this is rare.

Rat

HP: 1	Size: ½	AV: 0	INT: Animal+	BR: 4
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Abilities: **Bite, Tracking, Hide/Stealth**
[Non-Humanoid, No Hands]

Notes: [Play using arm griever as bug. Attacks must hit griever.]

Rhino Weasel

HP: 2	Size: 4	AV: 1	INT: Animal	BR: 6
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Looks: Half rhino and half weasel.

Abilities: **Martial Arts, Leap/Charge Combo**
[Non-Humanoid, No Hands]

Notes: [Play using jitte for horn.]
Rhino weasels are usually found in packs of three or more.

Roc

HP: 10

Size: 7

AV: 2

INT: Animal

BR: 12

Looks: Like hawks the size of large helicopters with enormous claws.

Abilities: **Flying, Bite, Martial Arts, Giant Strength (can only throw boulders towards ground).**
[Non-Humanoid]

Notes: Rocs are found all over Teriock and the Southern Isles.

Rock Troll

HP: 10*

Size: 6

AV: 2

INT: Dense

BR: 10

Looks: Huge, ugly, hunched humanoids with a muscular build and thick, rock-like skin. Rock trolls have claws and often look like rocks themselves.

Abilities: **Regenerating, Giant Strength, Hide, Unbreachability, Immune to Unconsciousness.**
[Partial Humanoid]

Notes: Rock trolls look so similar to rocks that they are often mistaken.

Sand Snake

HP: 5

Size: 5

AV: 3

INT: Animal

BR: 7

Looks: Large red snakes.

Abilities: **Venom.**
[Non-Humanoid, No Hands]

Notes: [Play using javelin for head of snake.]
Sand snakes are found throughout the deserts of southern Teriock.

Sand Spider

HP: 3

Size: 2

AV: 2

INT: Animal

BR: 7

Looks: Large yellow sand colored spiders.

Abilities: **Instant Hide (burrowing), Maul, Snare, Acidic Blood, Web Packet, Web Wrap (20 seconds to wrap/unwrap, target is terrored afterwards).**
[Non-Humanoid, No Hands]

Notes: [Play using two short flails]
These spiders are usually found in large colonies.

▲ Swamp Saurag

HP: 5

Size: 4

AV: 2

INT: Low-Average

BR: 5

Looks: Saurags look like humanoid lizard men. They are about human sized and are covered in scales, the swamp variety have tails.

Abilities: **Swimming, Diving, 10th Level Hunter (in swamps and water), Track (in swamps and water), Tropical Weather Resistance.**
[Must wear custom armor, Reptilian "Swamp" metabolism: Outside of Swamps or Water they must call "Active: I spend a mana to stay active" each encounter or else they are Slow]

Notes: Saurags are native to the southern isles of Teriock. They are generally tribal and have trouble adjusting to cities and guilds.

Searaptor

HP: 10

Size: 8

AV: 3

INT: Animal

BR: 9

Looks: Very large sea faring reptiles with a striking tongue and tail.

Abilities: **Different Parts:**
● **Tongue - AV0 Strike, Snare, Devour**
● **Tail - AV0 Strike, Disarm**
[Non-Humanoid, No Hands]

Notes: [Play with two players. Use a long flail for the tail and a spear for the tongue.] Searaptors are found roaming the lakes and seas of Teriock in both fresh and saltwater environments.

Skunkaphant

HP: 3

Size: 6

AV: 2

INT: Animal

BR: 5

Looks: Black and white striped short haired mammoth-skunks.

Abilities: **Trample, Snare, Disarm, Stink Spray (animal packet).**
[Non-Humanoid, Partial Hands]

Notes: Skunkaphants trample through the jungles scavenging for food and trample-stink anything that threatens them. Their trample can be healed, but their stink can't be removed for over a week! If struck by stink spray user cannot hide, stealth or ambush for a week.

Shark

HP: 2

Size: 3

AV: 1

INT: Animal

BR: 4

Abilities: **Bite, Devour.**
[Non-Humanoid, No Hands]

Notes: [Play using
Found roaming the seas of Teriock, sharks are usually found in groups. They will normally bump potential prey around three times before biting unless there is blood in the water. If someone has been wounded, then all sharks will attack potential prey in a frenzy. They will normally circle prey for around a minute before devouring.

Snow Camel

HP: 2

Size: 5

AV:

INT: Animal

BR: 3

Abilities: **Double carrying capacity (size 10), Slow, Heat Resistance, Cold Resistance, Spit (AV0 Blind Packet), Martial Arts, Weapon Mastery.**
[Non-Humanoid, No Hands]

Notes: These large beasts are used by the hobbit and human nomads of the far north as steeds and sources of cloth.

Strangling Seaweed

HP: 10

Size: 6

AV: 3

INT: Animal

BR: 20

Looks: These are large clumps of animated seaweed.

Abilities: **Giant Strength, Snare, Regenerating (so long as they are still wet), *Strangle (tag a player with two hands and deal 1 damage after each count of 5) [Non-Humanoid]**

Notes: [To Play these creatures use two large flails.]

Spine Locust

HP: 1

Size: ½

AV: 2

INT: Animal

BR: 4

Looks: Spine locusts normally look large cloud-like swarms, but look like spiny locusts up close.

Abilities: **Flying, Martial Arts, AV0 Venom Dart (animal packet). [Non-Humanoid, No Hands]**

Notes: Found attacking the grain stores of Teriock, spine locusts are usually found in groups and will shoot their poison spines when threatened. Immature specimens are immobile and instantly kill and victims that touch them.

TOADSTOOLS

Deathcap Toadstools

HP: 1

Size: 1

AV: 0

INT: Animal

BR: 6

Looks: Large hybrid mushroom-toads. Deathcap toadstools are red with black spots.

Abilities: **Deathray, Immune to Fire and Lightning spells and abilities.**
[Non-Humanoid, No Hands]

Notes: [Play using a medium flail for tongue.]
Found on Oni Island, Deathcap Toadstools are very dangerous and have many uses when properly harvested by herbalists. They shoot spores of Death Rays when potential predators approach them. Toadstools hop on their stalk through the forests of Oni in search for lightning bugs and fireflies or an occasional mosquito to snare with its long tongue.

Terrobuton Toadstools

HP: 1

Size: ½

AV: 0

INT: Animal

BR: 6

Looks: Hybrid mushroom mushroom-toads.

Abilities: **Terror Ball, Immune to Fire and Lightning Spells and abilities.**
[Non-Humanoid, Immobile, No Hands]

Notes: Immature deathcap toadstools. They are very dangerous, but have many uses when properly harvested by herbalists. They cannot hop yet and are rooted to old logs and decaying matter.

Walrus

HP: 10

Size: 6

AV: 3

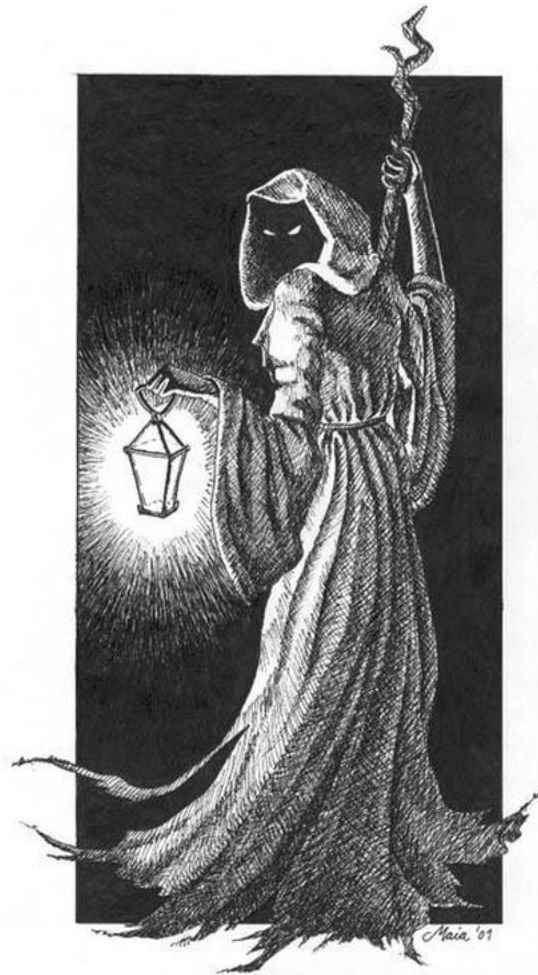
INT: Animal

BR: 10

Looks: They have wrinkled brown and pink hides, long white tusks, huge whiskers, flat flipper, and bodies bulging with blubber.

Abilities: **Swimming, Diving, AV0 Bite, Impale**
[Non-Humanoid, No Hands, Can only walk on land]

Notes: These Marine Mammals are only found in the Far north in the Polar Sea. These large mustached and long-tusked flippered mammal are most often found lying on the ice with hundreds of companions. Very sociable, often loudly bellowing and snorting, however they are aggressive during mating season.



Teriock Undead

Ω Ayla (Beast Demons of the North) [Outsider]

HP: 20 **Size: 5-10** **AV: 4** **INT: Animal/High** **BR: 25**

Looks: These creatures take the look of the animals they inhabit. Most often they have been seen as Walrus, Polar Bear or Roc but could be any animal. Parts of them appear black and rotten. Eyes often appear hollow and oozing. They are hulking mutants of what they once were often 2 to 5 sizes larger.

Abilities: **Greater undead, Abilities of animal plus- 5 Mana, Martial Arts (AVO – weapons mastery), Monstrous Strength, Shattering Armor, Hack (Martial Arts only), Regenerating, Slay, Spirit Bury, Jumpstart Zombify, Convoke: Dead Infect (strike binds the spirit to the body driving it insane. Twists the will of the spirit to the needs of the Ayla - this takes 10 minutes or 1 encounter)**
[Non-Humanoid, No Hands]

Notes: These creatures are thought to be infected animals by some ancient Dagdeoth magic adrift in the high mountains.



Ω *Nos Farachnai* [Outsider]

HP: 10

Size: 7

AV: 4

INT: Extreme

BR: 25

Looks: Nos Farachnai have a “webform” and a humanoid form they can change between. While in their “webform” they appear as a spiga, but somewhat smaller. Otherwise, they appear as various humanoid species.

Abilities: **Greater Undead, (Nos Farachnai only take Magic Damage)**
Animate Dead, Charm (x2 Uses) Acidic Blood, Acrobatics, Bite, Dark Vision, Devour, Giant Strength, Poison, Snare, Unbreachability, Spiga Snare (Web, Adrenaline, Duel, Instant Ethereal, Webform/Humanoid Form.
Innately 3rd Rank Fluent Caster and 2nd Rank Rune Weaver/Unweaver.
[Non-Humanoid/Humanoid]

Notes: Not much is known about Nos Farachnai. They appear to be some sort of cross between a Spiga and an Elder Vampire. While in their humanoid form, they seem to have all the innate abilities of the species they take as well as all their vampire and spiga abilities. It is believed that the original brood was composed of 12 Nos Farachnai. Five male and seven Female.



Teriock Natural and Monster Abilities

Active

[BC, Called, Passive]

Before combat, must call "Active: I spend a mana to stay active" and spend a mana or else you are slow for that encounter. (Active is often conditional.)

Arcane Spines

[BC, Called, Passive]

3 animal packets that can be thrown as Light Rays, Flame Rays and Lightning Rays.

Dragonfly Breath - 1 mana, Cone

[IC, Called]

As Dragon Breath (by type), but only 15'.

Ink Spray - 1 mana, Cone

[IC, Called]

A 9' cone that does 1 Terror damage to all hit.

Noble Venom

[Passive]

Natural attacks (Bite, Martial Arts, etc.) are now UB.

Sand Blind - Animal Packet, AV0

[IC, Called]

Call "Sand Blind: I Blind you for 20 seconds" and throw an animal packet. The target is Blind for 20 seconds. *(They must use Blind Mechanic).*

Snake Venom

[IC, Called]

Target is Slow and dies at the end of the encounter. Snake Venom can be removed with Healing Touch.

Spirit Item - 1 mana

[Passive]

A magic item that can be summoned from the user's soul in half hour intervals. The item cannot be Unforged or Shattered and gives abilities based on its user and their rank (see GM). Can not bare more than two other magic items.

Spit - Packet, AV0, Vitals

[IC, Called]

Call "Spit: I Blind you for 20 seconds" and throw an animal packet. The target is Blind for 20 seconds.

Stink Spray - Packet, AV0

[IC, Called]

Call "Stink Spray: You are revealed" and throw an animal packet. The target can not Hide, Stealth or Ambush for a week! Their scent is disguised for that time.

Swamp Native

[Passive]

Take -1 damage from swamp weather and are Slow outside of swamps and water.

Web Wrap

[IC, Called]

Call "Web Wrap: You are Terrored and wrapped" and put both hands on a wounded player for 20 seconds. They can no longer be interacted with without being unwrapped (a 20 second count that can be done by anyone). The target's wounds now count as Terror damage.

Prestige Classes

Tei Koban Cultural Classes

Tei Koban monks are powerful martial artists and sages. Each has a specialized style in accordance with the clan associated. Monk classes have a variety of play styles and although are often vulnerable in combat, make up for it with skill and technique.

- Tei Koban monks cannot normally train others in their classes or study new monk types.
- All monk Skills and Spells must be used with Martial Arts only (limited Hack: Martial Arts only, etc).



	<i>Class</i>	<i>Clan</i>
1	Fire Style	火 (hī)
2	Earth Style	土 (tsuchi)
3	Water Style	水 (mizu)
4	Air Style	風 (kazē)
5	Thunder Style	雷 (kaminari)
6	Heaven Style	天 (ten)
7	Lake Style	湖 (mizūmi)
8	Mountain Style	山 (yama)

All Monks

The following applies to all monks, both Tei Koban and not:

- Monks cannot wear any armor or shields as it gets in the way of their technique.
- Monks are always dancers (as their craft).
- Monks can multi-class into any Warrior or Mage classes.



Fire Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them.

1) Hack - Strike, Limb, AV0

[IC, Called, Modifier]

Call "Hack AV0: your limb is useless." and strike a player's limb, the damaged limb is rendered useless until it is healed.

1) Crown of Fire - Invoke

[IC, Called, Spell, Magic]

Burning Touch (a UB touch that does 1 magic fire damage) & Inferno

Aura - 1 Mana, Invoke (deals 1 magic fire to all players within 10 feet).



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Bellows - Invoke

[IC, Called, Spell, Magic]

1 Mana, Invoke, be Stationary and call "Bellows" to boost the damage of your next spell by one damage bracket (1 to 5 to 10). You must stay stationary or Bellows ends.

2) Weapon Mastery - AV0

[IC, Modifier]

With Martial Arts you can make AV0 attacks, which cut through body armor

2) Chi Fire - 1 mana, Ball, UB

[IC, Called, Spiritual]

Call "Chi Fire: I deal 5 UB detonate" and throw a purple ball to deal five Fire damage to the target and everyone within ten feet.





Earth Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Endure

[IC, Prevention]

When you would take damage on a limb you may call "Endure" to reduce it to a Hack on that limb instead of any other amount of damage.

1) Regeneration Touch - Invoke

[IC, Called, Spell, Magic]

Invoke, Gives a player Regenerating for 20 seconds.



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Spell Trigger

[IC, Spell, Magic]

Whenever you are dropped you get to cast one spell in response - call "Triggered - " and then the normal incant.

2) Magic Resistance (Missile)

[Passive, Resistance, Primal]

You are resistant to all missile spells used on you (even if you don't want to be - ie. Medicine Ball won't heal you!)

2) Chi Ground - Martial Arts Only, 1 Mana

[IC, Called, Primal, Magic]

Call "Absorb Effect" and pay 1 mana to Cancel any skill, spell, ability, attack or effect used on your hand or forearm.





Water Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Disarm - Tag

[IC, Prevention]

Call "Disarm" and tag the arm of a player (zones 0-2) with your weapon to make them drop whatever they are holding in that hand. Whatever they drop must hit the ground before it can be retrieved.

1) Spell Turning Martial Arts

[IC, Passive, Resistance, Spiritual, Magic]

Your Martial Arts resists and always redirects all UB (Unblockable) attacks (the spell or attack is still "active"!)



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Tumble

[IC, Called, Prevention]

When you would take damage, you may call "Tumble!" and be Knocked Back 3 steps away from your attacker, then Snared for 20 seconds. (Note: you cannot Tumble while Snared!)

2) Dispel Magic - Invoke

[IC, Called, Spell, Magic]

Invoke, Cancels any spell within 10 feet. Call "Dispel Magic: {spell name}."

2) Chi Judo - Martial Arts Only

[IC, Called, Spiritual]

Call "Chi Judo: Reflect Skill" and pay 1 mana to reflect a skill used on your hand or forearm.





Air Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Disarm - Tag

[IC, Called]

Call "Disarm" and tag the arm of a player (zones 0-2) with your weapon to make them drop whatever they are holding in that hand. Whatever they drop must hit the ground before it can be retrieved.

1) Flying

[Passive, Primal]

You can fly and can move across areas marked as rivers, moats, etc. at will. You may also call "Soaring": count to 5 and hold your fist up. You are then out of range of all non-missile attacks, but also can't use any non-missile attacks or retrieve thrown or dropped items. To stop Soaring, call "Descending", count to 5 and drop your hand.



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Crown of Light - Invoke

[IC, Called, Spell, Magic]

Light Strike (UB strike - anyone hit deals 0 damage for 20 seconds) &
Light Aura - 1 Mana, Invoke (All players within 10 feet deal 0 damage for 20 seconds).

2) Avoid

[IC, Called, Prevention]

Call "Avoid" to prevent the effect of any skill used on you

2) Chi Bounce - Martial Arts Only

[IC, Called, Spiritual]

Call "Chi Bounce: Reflect Melee" and pay 1 mana to reflect any melee damage used on your hand or forearm.





Thunder Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them.

1) Duel

[BC, Called, Spiritual]

Call "Duel: Advance and fight" and indicate an opponent within 15 feet. That player must advance and engage you in combat. No one else can interfere until one of you is unable to continue fighting, which ends the Duel.

1) Spirit Pact

[IC, Passive, Spell, Magic]

You gain abilities based on a pact you make with Outsiders (spirit only).



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Blessing

[BC, Spell, Magic]

Gives the party a Blessing for a Cumulative Mana cost.

2) Triumph

[IC, Called, Modifier]

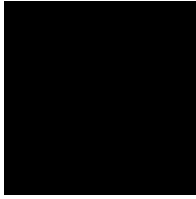
When you drop an opponent you may call "Triumph!". The damage of your next attack with a weapon is boosted one damage bracket higher (1 to 5 to 10).

2) Chi Thunder - Sphere, UB

[IC, Called, Primal, Magic, Prevention]

Your deity grants you an ability (for example, a Paladin of Thor might receive Lightning Ray). See GM for details on what ability you receive. Call "Chi Thunder: [your divine power]" and pay 1 mana to cast this ability as a sphere.





Heaven Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them.

1) Hack

[IC, Called, Modifier]

Call "Hack AV0: your limb is useless." and strike a player's limb, the damaged limb is rendered useless until it is healed.

1) Disable - Ray, AV0

[IC, Called]

Call "Disable: (name a skill or spell)" and throw a yellow packet. Anyone hit loses the named skill/spell until the end of the encounter. Until the end of the encounter, you may only use Disable to remove that skill/spell from players.



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Crown of Ice - Invoke

[IC, Called, Spell, Magic]

Shock Touch (a UB touch that freezes a player) & Blizzard Aura - 1 Mana, Invoke (Freeze all players within 10 feet).

2) Accuracy

[IC, Called, Magic]

Convoke, Call “Accuracy!” and be stationary (and use no attacks or abilities) while convoking for a 5 count. If you are not interrupted you may then immediately make one attack which is Warded (Warded attacks cut through resistances).

2) Chi Block - Hands Only, Vitals

[IC, Called, Primal, Magic, Prevention]

Call “Chi Block: Vitals Silence,” pay 1 mana and strike an opponent in the vitals to Silence them.



湖

Lake Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Staff Touch

[IC, Passive, Spell, Magic]

Any Mage Lore item you wield counts as your hand (can cast Touch Spells though them etc.) Mage Lore items also count as weapons for you (can deal damage with them).

1) Wildborn

[IC, Passive, Spell, Magic]

Choose one animal ability (See GM), you gain this ability whenever you have Wildborn active. Plants and animals may speak to you.



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Remove Charm & Resistant to Mental Effects

[IC, Passive, Resistance, Divine]

You may "Call Remove Charm - Body" and tag a player to remove all Charms and other mental control effects from them. You are also resistant to Mental Effects.

2) Effects Resistance

[IC, Called, Primal, Magic]

You passively resist all skills (not spells) used on you (even if you don't want to - ie. Jumpstart Heal won't work on you!)

2) Chi Shift - Martial Arts

[IC, Called, Spiritual]

Call "Chi Shift: Temporary Charm," pay 1 mana and tag someone to Charm them for 20 seconds.





Mountain Style

Max Armor: N/A

Restrictions: Can't wear armor or use shields, must have levels in Dancer greater than or equal to levels in this style, Warriors and Mages

In Combat Skills

---RANK 1---

1) Limited Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them.

1) Improved Strength - Convoke, AV0

[IC, Modifier]

You have Strong: you can Carry with one hand and wield two-handed items in one hand. You also have Improved Armor Piercing: Convoke with any weapon you use in one hand and you may call "AV0" on that strike, but can only deal 1 damage.

1) Spell Turning Martial Arts

[IC, Passive, Resistance, Primal, Magic]

Your Martial Arts resists and always redirects all UB (Unblockable) attacks (the spell or attack is still "active"!)



---RANK 2---

2) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

2) Crown of Vines - Invoke

[IC, Called, Spell, Magic]

Earthbind Strike (UB touch - target is immobilized and loses flying for 20 seconds) & Earthbind Aura -1 Mana, Invoke (all players within 10 feet are immobilized and lose flying for 20 seconds).

2) Giant Strength - Convoke, UB

[Skill Improvement - Improved Strength]

You have Convoke Damage Boost: Convoke a weapon in both hands to deal one damage bracket higher (cannot also be AV0 or UB). You also have Boulder Throwing: Convoke a boulder to throw it for 1 UB (Unblockable damage). Note: boulders are Size 1 for carrying.

2) Chi Armor

[BC, Called, Spiritual]

Call “Chi Armor” at the start of the encounter and pay 1 mana to gain +2 AV and Unbreachability for the next encounter.



Monk (All Styles)

Out of Combat Skills

---RANK 1---

1) Forms

[OC]

Talented Dancer. (*Dancer at half your level rounded down*).

1) Cat Sense

[OC, Passive, Spiritual]

Scouting and can see spirits.

---RANK 2---

2) Philosophy

[OC]

Choose either Diplomat or Peacekeeper, you are talented in that craft.

2) Improved Cat Sense

[Skill Improvement - Cat Sense]

Blind Fighting (can always fight with your eyes open) and Resistant to Ambush.

Spirit Priest

Max Armor: N/A

Restrictions: Can't wear armor, mage class, cannot be learned by mages.



Very rare and normally only practiced by the most powerful of Tei Koban. Spirit Priests are normally Tei Koban leaders that have taken their comandship to the next level, taking on a role as more of a spiritual leader than just being combative. Although certainly still acting as combative leaders, Spirit Priests take a more sagely approach to the samurai identity.

In and Out of Combat Skills

---RANK 1---

1) Ancestor Pact

[Passive, Spell, Magic]

Choose your ancestor spirits, you gain abilities based on your pact. Rules of the pact must be followed.

1) Healing Touch - Touch, UB

[IC, Spell, Magic]

A UB touch that heals a player in their ROR and also cleanses poisons.

---RANK 2---

2) Ethereal Travel

[OC, Spell, Magic]

A ritual that sends you Ethereal, can take 20 seconds to manifest back in the material world.

2) Blessing

[BC, Spell, Magic]

Gives the party a Blessing for a Cumulative Mana cost.

Spirit Priest

---RANK 3---

3) Light Strike

[IC, Spell, Magic]

Call "Light Strike UB: Don't deal damage for your ROR" to render your opponent incapable of dealing damage for 20 seconds.

3) Gifted Instant Ethereal

[IC, Spell, Spiritual, Magic]

Can go ethereal instantly for one mana.

3) Dishonor Strike

[IC, Spiritual]

When in a duel call "Dishonor Strike: Dishonor if you lose" and if you win the duel, target has a thin soul (if they already had a thin soul - frail soul).





(Note: All mages of Curuvaros have 3 available mana per encounter but carry at -1 size)

Curuvaros Caster

Max Armor: N/A

Restrictions: Must be Guildmaster mage of corresponding type

Trained at the Curuvaros mage school, these wizards have often already mastered their primary mage type. Curuvaros Casters tend to focus on casting large spells over great areas for preservation purposes.

Out of Combat Skills

---FLAME MAGE---

-) Forgekey

[OC, Spell, Magic]

You can use a ritual to fully repair all weapons, armor and items within 30 feet.

---STORM MAGE---

-) Windkey

[OC, Spell, Primal, Magic]

You can use a ritual to protect your party, any vehicles and the area around them from storms and natural wind and water effects. You can also redirect wind to sail a ship any direction you wish to go.

---LIFE MAGE---

-) Mendkey

[OC, Spell, Spiritual, Magic]

You can use a ritual to fully heal, resurrect, cure and cleanse all within 30 feet.

---NECROMANCER---

-) Bonekey

[OC, Spell, Spiritual, Magic]

You can use a ritual to regrow and reconstruct the bodies of all spirits inhabited parts within 30 feet.

---NATURE MAGE---

-) Earthkey

[OC, Spell, Primal, Magic]

You can use a ritual to protect your party, any vehicles and the area around them from disasters relating to earth, animals or plants in origin or effect. You can bend vegetation out of your way to create a path and navigate through any forest, jungle or wooded area.





Sorcerer

Max Armor: N/A

Restrictions: Can't wear armor. Can't use prefab spells. Can not go any other classes. Must have reading / writing trade Craft.

The ever studious wizards, they are committed to their efforts to understand the language of dragons, that being magic.

Never wasting time on the prefab spells, these mages are obsessed with creating their OWN magic. Sorcerers are usually challenged when it comes to interacting socially with others and would prefer to study their various tomes on Elder Sorcery. Not the best person to hold a conversation or negotiate with but very helpful with reading magic runes or navigating a library! If you are playing a Sorcerer, carry a book, be very distractible by magical phenomena, use a

plethora of elaborate vocabulary that other people don't know the meaning of. Sorcerers can only be trained in Corsai or Curuvaros (formally called the Wizard Palace.)

In and Out of Combat Skills

---RANK 1---

1) Elder Sorcery - Words

[OC, Spell, Magic]

You can make a spell of your own design with Elder Sorcery of a mage type of your choice. You have to talk to the Game Master to choose your words and then make a spell out of them. You may only make one spell for this rank, so choose carefully!

Choose one of the five schools of magic and learn the first OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

1) Limited Identify

[OC, Spell, Magic]

You may identify items with a tier equal to or less than your rank in Sorcerer.

1) Snapcast

[OC, Spell, Magic]

You can cast improvised Elder Sorcery at plus 50% proficiency.

---RANK 2---

2) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

---RANK 3---

3) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

---RANK 4---

4) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

---RANK 5---

5) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

---RANK 6---

6) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn OP 1 words (or OP 6 if you already chose that type) of that discipline and gain OP 6 celestial words. For each level you gain afterward, you gain an additional OP of words in that discipline.

6) Intuitive Master

[OC, Spell, Magic]

Pick one word that is not listed in the Elder Sorcery charts, but relates to your studies as a sorcerer (with GM approval), you learn the Elder Sorcery word for it.

---RANK 7---

7) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

7) Gifted Rune Placing

[IC, Spell, Magic]

For 2 mana, can make an item gifted Runic for the day.



Fluent Caster

Restrictions: Can't wear armor, Must know sufficient Elder Sorcery or the nature thereof. Usually fae or the most skilled of wizards, Fluent Casters have taken their scholarly understanding of magic to a new level.

In and Out of Combat Skills

---RANK 1---

1) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

1) Limited Fluent Identify

[OC, Spell, Magic]

You may identify items with a tier equal to your rank in fluent caster plus seven.

1) Spell Master (Ray)

[IC, Spell, Magic]

Gain an Elder Sorcery ray of “With Elder Sorcery I cast (a standard ray spell)” and throw it to cast that spell.

---RANK 2---

2) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

2) Spell Master (Ball)

[IC, Spell, Magic]

Gain an Elder Sorcery ball of “With Elder Sorcery I cast (a standard ball spell)” and throw it to cast that spell.

---RANK 3---

3) Elder Sorcery - Words

[OC, Spell, Magic]

Choose one of the five schools of magic and learn the next OP of words in it. For each additional level choose either the same or another one of the five schools of magic and learn the next OP of words in it.

3) Spell Master (Rotator)

[IC, Spell, Magic]

Gain the ability to cast “With Elder Sorcery I cast (a standard rotator spell)” and it casts as normal. Can only cast one type of spell per encounter.





Kitty Cat

Max Armor: Chainmail

Restrictions: Can't use weapons, Can't use shields, Must be chaotic, Warriors and Mages

In Combat Skills

---RANK 1---

1) Martial Arts

[IC, Passive]

Your hands (zone 0) count as weapons and you can attack and block with them. Your forearms and feet (zone 1 arms and zone 0 feet) count as shields and you can block (only) with them.

1) Acrobatics

[IC, Called]

Can Climb buildings, trees, etc. Can call "Leap" and be Flying (*but not Soaring*) for 5 seconds.

---RANK 2---

2) Hide/Stealth Elite - In Shade Only

[BC, Called]

While in the shade, call "Hide" and count down from your size minus one. When you reach 0, you are Hidden and may put your hand over your face to indicate you cannot be seen. You can move while using Hide (*but not attack!*). You must count to your size minus one between each step.

2) Shimmering

[Passive]

You are resistant to Snares and Immobilizations.

Kitty Cat

Aloof and distractible, Kitty Cats are always followers of Bastet. Having given up some level of their humanity to become closer to their goddess, they are catlike in attitude and stature. If you are playing a Kitty Cat, be somewhat out of touch with the world, but always aware on a deeper and more instinctive level, preferring to toy and play with people and the world than be sociable.

Kitty Cats can only be trained at the Bastet temples in the Egyptian Isles and Calarinde.

Out of Combat Skills

---RANK 1---

1) Cat Sense

[OC, Passive, Primal, Divine]

Scouting (can see Hiding players) and can see spirits (as limited Spirit Guide).

1) Catborn

[Passive, Primal, Divine]

Choose *two* cat abilities (See GM), you gain these abilities. Cats may speak to you.

---RANK 2---

2) Cat Warrior

[OC, Called, Magic, Primal, Divine]

Ritual that changes you into a cat. You keep your intelligence, level, all abilities and can talk (as though your species was always cat).

2) Divine Power: Cat

[BC, Called, Magic, Divine]

Gain a blessing and/or ability from Bastet that is unique to you.

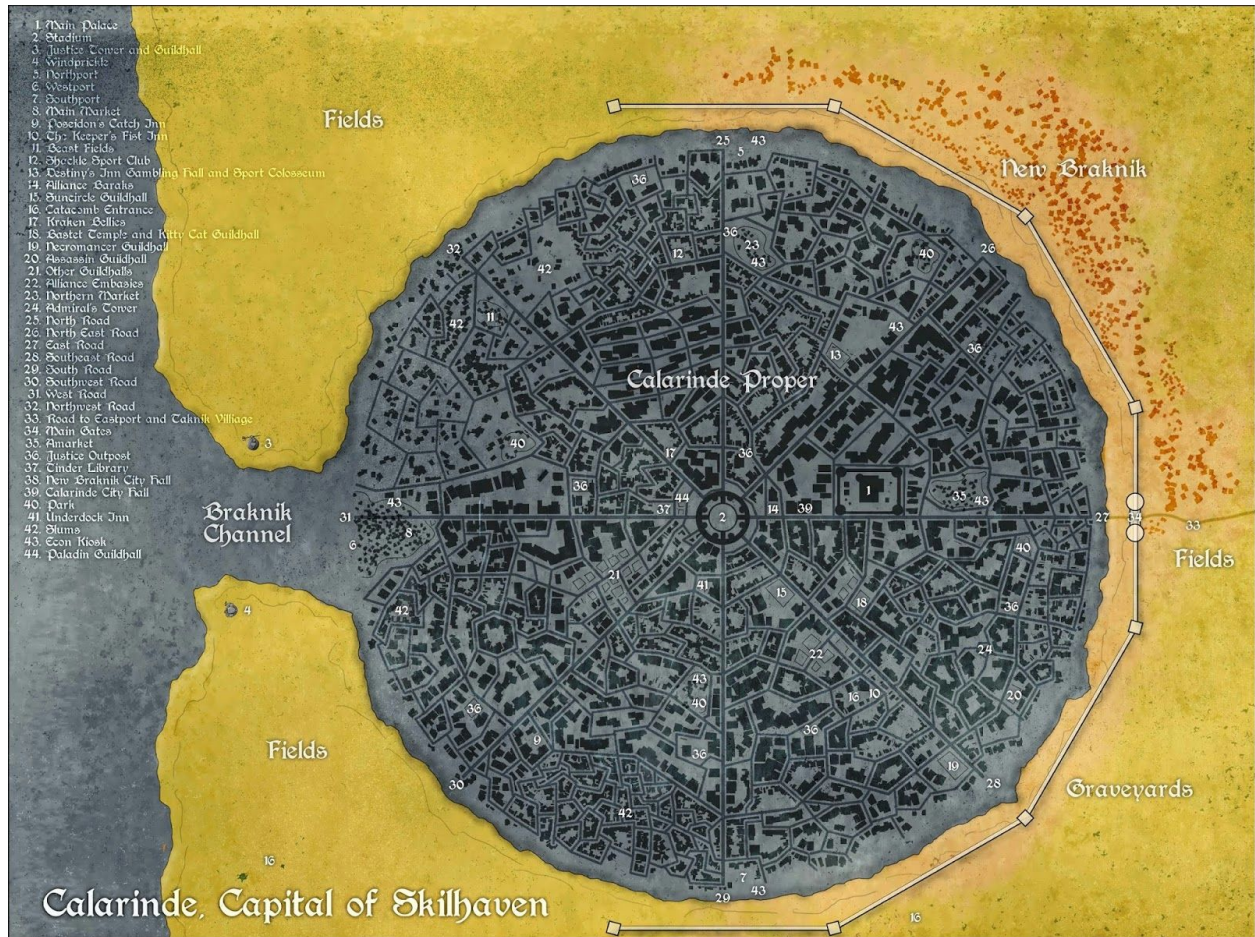
2) Cat Familiar

[OC, Primal, Divine, Spell]

Gain a cat companion who you have an empathic connection to. You sense feelings and emotions from them. You gain an ability while your familiar is around (See Animals). It can also go and scout for you. *Some GM's may allow you to play as your Familiar for the rest of the encounter if you are rendered incapacitated (like reinforcing).*

Maps

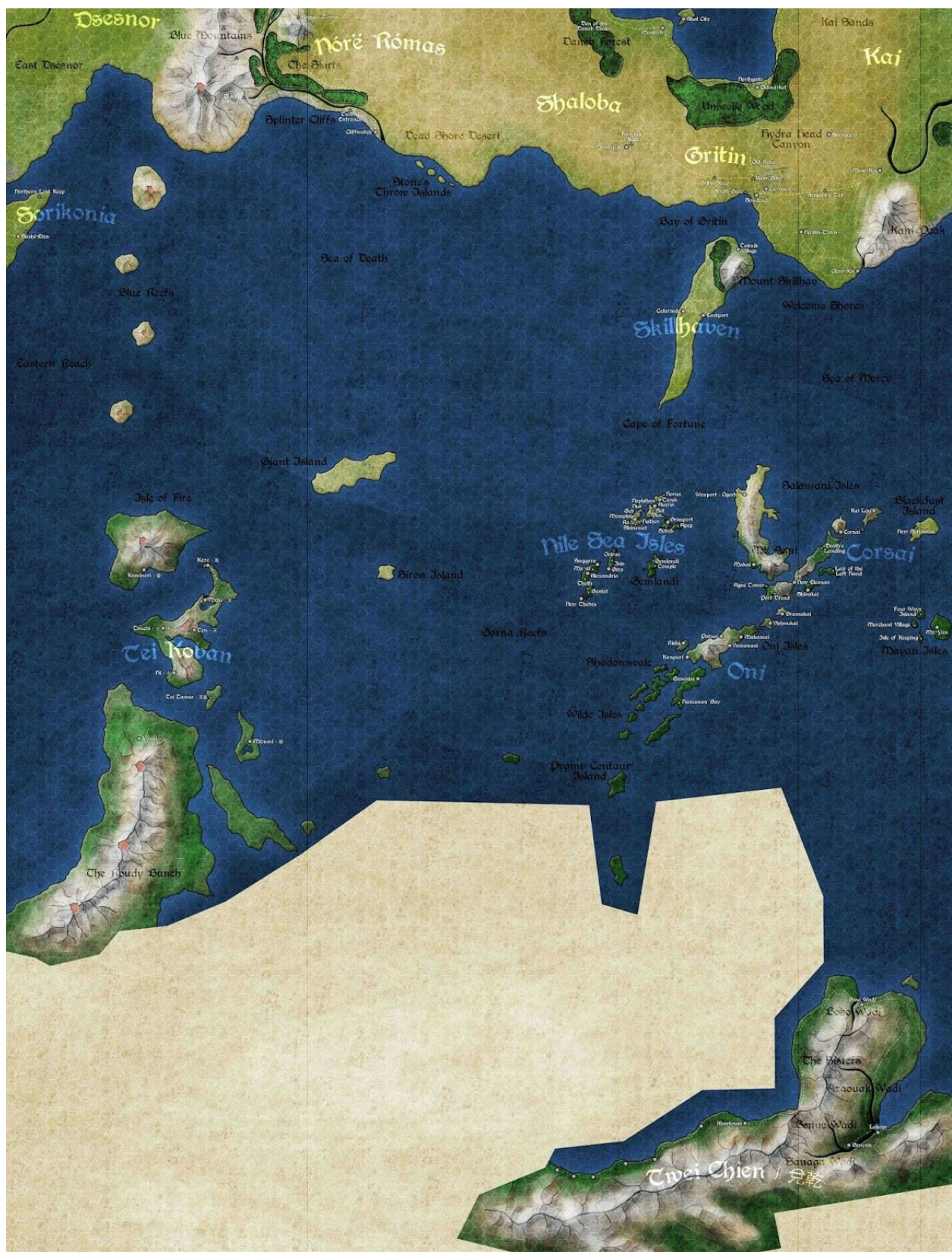
The following are maps of several cities, regions and landmarks throughout Teriock.



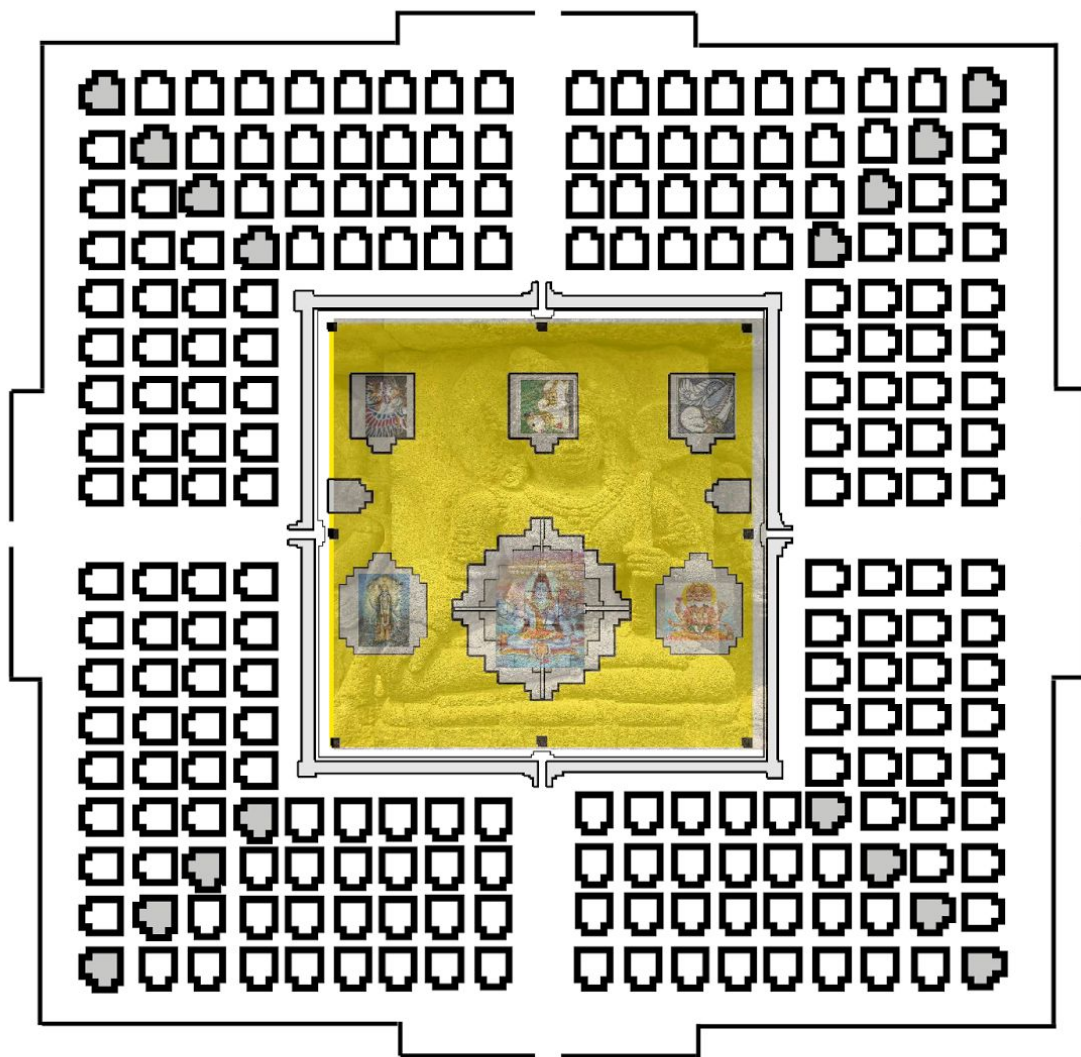
Calarinde



Mainland Teriock



Southern Teriock and the Southern Isles



Gemlandí Temple

History

The following is a short history of Teriock written by the Grand Magus of Curuvaros in his spare time. It is brief and incomplete, but should successfully act a general overview or research guide should any wish to investigate further.

A Brief Summary of the Eastern Lands

by Grand Magus Tsuchi Ogawa, Archmage of Curuvaros and Phoenix Prince of Tei Koban

The story of Teriock and its Southern Isles may begin far earlier than that of Roekron, with many of the first great civilizations and structures being built only 3,000 years after the creation of prehistory. Of these, centaurs are known to be the first intelligent beings to inhabit the land, having evolved to inhabit the plains that stretched over much of mainland Teriock at the time. Early centaur society took the form of various tribes that roamed the plains and independently believed in a creation story declaring the sun and moon to be the deity twins Sola and Lunis respectively as well as the land and sky to be a mother Earth Mare and father Stallion Sky. Their creation story also reveals that humans and cobbens soon inhabited much of Teriock as well and though thought by centaurs to be their mutant children caused by the trickster Lokibus, it is more likely that the humans were migrants from the west in Roekron and the cobbens to be from either Teriock as well or islands in the south as where they currently reside.

While centaurs were occupied with wandering the plains of the mainland, many of the humans traveled south into the Wild, Junglabrai and Salamani isles. It was during this time in prehistory that the religion and culture of the Ma-Yan people first originated. Being the first major religion in Teriock, the Ma-Yan constructed many temples in the southern Salimani Isles between the years 8,000 and 9,000.

It is likely that their religion peaked around 8,061 with the arrival of four sunlike demons. Later regarded as gods in Daltengron to the south, these demons were all earth demons with the other four elements as subtypes. The Ma-Yan religion was influenced greatly by the appearance of these demons and the lessons they taught. Said lessons were

to always speak the truth, do your best, not take anything personally and to never make assumptions.

The existence of the sun earth demon is of particular note as it is thought that this demon played an instrumental role in creating many of the more bizarre species we know in the southern isles today. As was noted by chief Makai professor Antigni Metyculi, neither noble snakes nor mongoose squirrels have any fossil records from before the first arrival of Sunearth. Additionally, the demon has been observed to create deathcap as well as terrobuton toadstools from unprepared adventurers who got too close to it. And in my own encounters with this demon it has used white and green drakes as minions as well. Although many have conjectured that this demon may have the ability create said drakes, this is unlikely as the first records of drakes were from the storm and nature mage guilds of Temnor in Roekron. It is more likely that Sunearth was the creator of the dragonflies that now inhabit the Wild Isles and Oni.

Several other religions arose later in prehistory. The Aztec temples of Daltengron first appeared around the year 11,000. It is likely that the Daltengron ogres and Oni uruk hai are in fact descendants of Blackspire or the Daged tribe in Roekron that somehow ended up lost in the Southern Isles. This would imply that Daltengron and Oni could have once been a single civilization that separated when Sunearth caused the uruk hai of their group to shrink.

However they ended up separate, the cultural development of both parties quickly split down two different paths. The ogres developed more destructive tendencies towards those smaller than them and began enslaving goblins as well as worshiping Aztec deities and perhaps the earth demons as well. Meanwhile, the Oni took on the metaphysical beliefs and religious tendencies they learned from Dagdeoth in the north, but with a new set of deities. Rather than working for a higher deity and to become real as they may have once done, the Oni developed a more inwards samurai-like spirituality and changed their reincarnation beliefs so that one's size reflects how they behaved in former life and how close they are to godhood. This is notably different from Dagdeoth worshiper's view on the subject.

It is likely that much of the current Oni culture is due to early interactions with Tei Koban and perhaps early Sorikonians that may have occurred on their journey south. This is most apparent in the monk skills used by the Empress's personal guards and the Agni priests in the north of the empire.

The last great constructions prior to the first age were in Gemlandi, made some 500 years after the Aztec temples to the south and the last of the Egyptian temples in Junglabrai around the year 12,000. There were fifteen main temples constructed across the islands starting near the year 10,000. It is possible that there were also cities such as Alexandria or Buto as well and that the temples were somehow lit. But this not known for sure. All that can be said for certain on this subject is that the temples were recently relit and in doing so brought these as well as other cities (possibly back) into existence from another realm. Neither the details of this event nor of this other bubble universe are completely clear at this time, but it is known that said other realm may contain or have once contained other cities such as Alexandria or New York City.

Many or all of these afore mentioned temples littering the Southern Ises seem to have been constructed mainly by humans or other Roekron species. Although the first beings to inhabit Teriock, centaurs never had a chance or desire to establish cities or any form of structured civilization as their time in the region was cut short by what's frequently referred to as the Age of Ice and Fire. Many of the great plains that had dominated Teriock dried up and turned to desert. The centaur tribes at the time split smaller groups and fled in the four cardinal directions.

The centaurs that went west and south into Roekron and the Southern Isles managed to survive, but many of the other tribes perished or barely held on at the few remaining rivers and lakes in the region. It is likely that ones that fled up to the ocean surrounding the northern pole were captured by the Daged tribe and their descendants may now be working in Dagedmoor, Forgrind or other Dagdeoth controlled land.

It was shortly after the start of the first age in 12,273 that elves first arrived in the Southern Isles and Teriock. Called the Freli by few remaining centaurs in the region, they were thought to be descendants of sister stars to the Earth Mare and it is documented that

they brought many gifts of learning. It is likely that these elves had had encounters in Roekron as well as they brought news of other species in the west and may have even spoken some form of Dsesnorian.

Though some of these elves settled in and around Teriock, many eventually continued south in search of an isthmus. It is likely that these are the origins of Wenport, the green elves of the Wild Isles and perhaps TuiChi'en as well. However, these migrations likely happened in waves as the last recorded migration of elves south is during the second age.

It is known for certain that the elves could not have migrated until after engaging the earth demon's departure as it recorded by the Ma-Yan that the elves and dragons in Teriock at the time conducted some ritual, defeating and binding the four demons. Each demon was bound in a prison opposite to its element. In order of reappearance, Sunearth was trapped in a cave on Daltengron, Shadowearth in a box of mirrors on the Salimani Isles, Skyeath under the Mother Tree in Daneb Forest and FireEarth in an eternal whirlpool west of Skillhaven.

It was also shortly after the Age of Ice and Fire that the mountain dwarves from the north populated many of the mountain ranges in the north and south west of Teriock. It has recently been discovered that the mountain dwarves and perhaps polar dwarves later constructed a vast network of subterranean tunnels beneath Teriock, Roekron and even the polar regions as well. It is believed that these tunnels are now used by Dagdeath for efficient travel across their vast northern territory and as a way of quickly moving between Roekron and Teriock.

Of the mountain dwarves settlements, the most noteworthy are those that moved into the Blue Mountains near Dsesnor. Unlike the mountain range's current residents, these dwarves were incredibly in tune with magical elements and materials, having made items like the Spell Cleavers, which seem to only improve with age. Given the Blue Mountain dwarves mastery of Elder Sorcery and similarities with the Wet Mountain dwarves in Roekron, some have conjectured that may be related the dream gate that appeared in 15,906.

The next one to two thousand years in Teriock were a time of maturing for many of the young nations populating the region. Several notable developments during this time include the arrival of hobbits from the south west, their nomadic ventures and eventual inhabiting of the Telepec plateau. It is also likely that some of the original growth of Harik, Kai and the Inner Sea powers occurred during this time.

This time of slower development ended with the arrival of the Waning Moon Warriors from Roekron. Penelope, Tordil, Hefas, Loric and Vojan, but not Eden arrived near the end of the second age with their legendary pathfinder items, intending to keep them forever hidden from Broden and his breed of vampires. They also brought a new wave of infrastructure and information. Of note is the sudden growth of Welandes under Penelope Ravenblade. It was at this time that such notable groups as the Ladies of the Longsword or the Ravenblade order or even the rule of the Valkyries began to take shape. It is worth noting not only the way in which all these groups are ultimately named after Ravenwing, the legendary pathfinder sword of morganti vs. undead that they were tasked with defending, but the eventual irony in their loss of the sword and betrayal under the vampire Enyalie.

Of course, Penelope wasn't the only Waning Moon Warrior to have played a hand in the shaping of Teriock. It is known that the centaur Loric the Wave used his pathfinder shield Sudden Thunder to navigate through Teriock's many deserts and rejoin with what remained of the original centaur tribes to reunite them into one. He is also reported to have given many gifts to the clans of Shaloba, assisting the then developing nation. He is reported to have told the elves and centaur tribes of the twisting of Eden and creation of vampires, and warned the tribes of their eventual awakening nearly a thousand years before Broden was discovered under the city of Celendil. However, he promised the return of him, his shadow and the five legged waveprancer to assist with them should this ever occur in Teriock. It is now known that he was referring to a weapon of fate taking the form of a ship called the Waveprancer. One has to wonder the extent to which the Waning Moon Warrior's legacy in Teriock did not backfire, given the many misadventures of heroes that would later incorrectly use and lose the gifts the Warriors had brought.

It was shortly after the arrival of the Waning Moon Warriors that the last great elven migration south of Teriok occurred. It is thought that the elves at the time were led south by one called Frendelfkin the Wanderer in search of lost southern elf and centaur tribes. It is reported that many of the elves or "Freli" traveling with Frendelfkin left him upon discovering islands of "fire and brimstone," but he and his people continued south and discovered the lost tribe on a small jungle island located so far south that it is off even all but the most extensive of today's maps. It is now known that after spending many years with the pygmy centaur tribe in the south, Frendelfkin attempted to sail back up to Teriok and share the stories he had been told. It is assumed that he and his ship have been lost as he set sail more than 939 years ago by today's date.

In the time following the arrival of the Waning Moon Warriors, many great magical developments were made across Teriok. Nowhere is this more obvious than in the many magical items and craftworks developed in the second and third age. Some of the most noteworthy of these being the amulets, daggers and armor from the Telepec plateau which are known across Teriok and Roekron alike for their potency in revealing and dispatching evil and undead and have found great use in the hands of heroes and their misadventures. One of these being the battle of Shifterfish in Oldmarket where heroes are reported to have encountered and defeated the carakwaith Goblin pretending to be Shifter, pretending to be Goblin, pretending to be Fish. Over the course of the battle the heroes are reported to have created morganti rifts, killed and exorcised Goblin and stolen the legendary item Faennurihine. The extent to which these rumors are true cannot be known for certain at this time. However, it is incredibly unlikely that these heroes truly exorcised Goblin, given his thievings since.

Other items of note during this time would be the great works of the smiths in Welande, constructing such items as the Gloves of the Ravenblade order and the mage armors of the Valkyrie. Also prominent were many of the jewel and clothworks from the island of Pearless, created using the legendary Fate's Wheel. In a twist of fate, this item is now thought to be somehow made from the steering column of an older version of the Waveprancer. Unfortunately, I cannot confirm this for certain at this time, given that both

wheels are so generic that even I, having seen both of them in person, cannot attest to their correlation.

The year 15,820 marks the arrival of many new Roekron heroes including Talys, Cieto, Mira, Scorpio and many others. They are recorded to have located and retrieved the pathfinder items from across Teriock. Ravenwing, Sudden Thunder, Merigrad's Fire, Merigrad's Familiar and Specter Shroud may have all been in their possession at one point or another. It is now thought that many or all of these items fell into the hands of Dagdeoth and/or the Dark City after returning to Roekron, but the Teriock legacy of these heroes and of Talys in particular has extended far beyond just the retrieval of these items.

Just a few decades after their departure, other heroes from Roekron arrived through the dream gate and on the famed ship Wayseeker, under captain Finwing. These adventurers are thought to have navigated through the Blue Reefs into Teriock using a series of unidentifiable coins that allowed their user to see beacons made by the Wizard Trade Order (which had recently begun taking an interest in the east and its dirty dark weaponry). Although greatly countered by the TuiChi'en at New Serpinton on Blackdust, the Wizard Trade Order was successful in constructing the Wizard Palace over the subterranean libraries outside Sandend, then managed by Grand Magus Cyclone and later Finorin Spiritwalker. These mages attempted a takeover of Grittin, but were countered by King Usar, King Havlin of the Horselords, Queen Zubkek of the phraints and the "Three Ship Armada" composed of the Redeemer, the Wavecutter and the Black Sun from Eleanas in the South.

Eighteen years after the founding of New Eleanas, the carakwaiths Lance and Fish appeared amongst the Horselords and Braknik respectively. Their appearance in Teriock caused the "return" of Loric the Wave in the form of reincarnated descendants, the Stakes of Fate and what was probably a then five masted Waveprancer. It is known that several heroes from New Eleanas took the Waveprancer west into Roekron and somehow interrupted the flowings of fate and universes in ways even I haven't yet done and returned in a Waveprancer containing only four masts to assist in the defeat of Lance by the Shadow Order and of Fish by Alupin and other Gritish heroes.

The year 15,946, twenty five years after the exorcism of Fish was marked by the early career of the Blind Seer in Pearless and the reemergence of the four earth demons of old in the Southern Isles. Tricked into believing they were summoning the Jaguar god Tezcatlipoca by Dagdeath, the Daltengron Ogres conducted a ritual, releasing Sunearth from its cavern and throwing their islands into chaos. Their Oni neighbors immediately took advantage of the situation and swiftly took Daltengron for themselves. A few of the ogres managed to escape the carnage, but most were captured or killed in battle. The goblins left abandoned in Daltengron were taken in by the Justice Tower in Braknik, trained and blessed with increased intelligence.

Sunearth quickly flew towards the Salimani isles and was successful in releasing Shadowearth. Eventually, all four demons had been released and it is sometimes thought that they would have released a fifth had they not been countered by heroes such as Umi Starwatcher and The Lost Magus. Such feats were only possible due to the rediscovery of the Ma-Yan on a previously unknown group of islands near the Meta. On one of these islands the Ma-Yan had constructed a series of tests should the demons ever return that taught those who took it their four lessons. Perhaps due to some form of the rule of innocence, the tests had to be conducted by foreigners who were not already aware of the nature of the demons nor the lessons they corresponded to.

Of the four demons, Sunearth was the only one exorcised without the corresponding blessing and in fact returned only to be exorcised and return to this plane again. These facts lead some to believe that Sunearth may no longer be a demon, but now identifies this plane as its home and has become a life and nature elemental of some sort, rising in Mount Agni each day and setting with the primary sun.

It was during this time that the then six demon and unicorn sisters were observed fighting above the Inner Sea. The heroes present at the time noticed a shadow and white dragon fighting with them, these would later be known as Darwoden and Slendrevnil respectively and have since taken part in many other conflicts as defenders of the Inner Sea, including several with vampires. It is believed that they played some part in the Nos Farachnai conflict, particularly relating to the male and female sects of the species as well

as the adventures of Greyspiner and the closing of rifts to the dry riverbed timepool known as the Drylands or “that which is between realms.”

Simultaneous with the hunt of the four demons and battle of the sisters was the relighting of the Egyptian temples. This was led by one Iggy Tallhat, high priest of Thoth who, with the help of other adventurers, managed to obtain several items from Egyptian lore, such as the Book of Thoth, giving rebirth and the ability to speak with animals and the Eyes of Horrus and Ra, both giving true sight to their entire party under certain conditions. Unfortunately, several of the temples were not lit in before the first peret. Many feared what would become of Junglabrai, now called the Egyptian Isles, but no ill fate befell them. Instead, they were blessed with a wave of fresh water and the arrival of several cities that were mentioned earlier.

The years following the lighting of the temples are marked with the return of vampires as a commonly known occurrence in Teriock. A Lady of the Longsword, Balladonna had managed to rise quickly within the Welandes ranks and was hosting the now traditional gladiator fights called the Ring of Civility. Unbeknownst to most at the time, that year's games in particular were in fact just a ruse for carakwaith recruitment. It was shortly after the games that Belladonna was discovered to be a carakwaith herself, now known to be the vampire Enyalie, one the hero Talys, she had been using the Longsword traditions of avoiding contact to safely infiltrate Welandes and create her own dark city, Welandes et Necrenef, or Darklande as it was sometimes called.

The next few decades were dominated by battles against the Dark City. They had infiltrated Shaloba and pitted Montreb and the Shal against each other in a short, but gruesome war exposing common people to monstrosities such as morganti or dirty dark bombs. The vampires in Montreb managed to convince the Alliance leaders at the time to honor their alliance with them and destroy the Shal. They likely would have succeeded as well, had I not stepped in and negotiated a diplomatic solution. It was during this time that Enyalie revealed a new breed of vampires called Nos Farachnai. The Nos Farachnai were vampiric, spiga spellcasters of sorts and had the ability to take on a humanoid form as well as their web one. There were twelve of them originally, seven female and five male. It is

believed that there was some sort of conflict between the female and male ones and the male ones were completely wiped out.

By the end of the year, Welandes et Necrenef and the Nos Farachnai had stolen a Crown of the Archmage from the Wizard Palace and conquered all of Shaloba as well as many of the lands to the west. It is likely that they would have continued their expansion over Teriock had it not been for my weaving of the Tapestry of Strengthened Magics with Fate's Wheel and Looki Lepta, the sacking of Montreb, my slaying of four vampires and a demon of note, and the Fleet Admiral Gills' restoration of Braknik as Calarinde and assault on the Dark City using the Eye of Posidon.

While raising Calarinde, Gills had magically tied himself to an army of trapped elven haunts and sent them to war against Darklande. Enyalie, not having nearly enough morganti to combat the otherwise unkillable army, instigated a movement now known as the Red March. The Red March was a mass evacuation of Welandes for the landlocked Eastway in the west, where the haunts could not reach her. She was centered here until the death of Broden in Roekron and the subsequent sacking of Eastway. She now lives in hiding, residing in the Beast Demon Realm. Here, she may still be alive after our last skirmish.

In 19,996, the present year and same year as the fall of Eastway, Dagdeoth succeeded in summoning a greater demon known as the Consumer of Dragons or the "Angel of Truth," as they called him. In the battles against him, several items were discovered. These included Umbas ion Sule Maranwe from the dragons and fae and the Orb of the Dragon Emperor from Tei Koban. Although successful in devouring the souls of many dragons across Teriock, possibly including the three children of Darwoden and Slendrevnil (the winds of the Inner Sea), he was eventually stopped thanks to the combined efforts of my mage school, the blue dragon Meneldil, the elven haunts of Calarinde, a small army of fae from the Unseelie Woods by Oldmarket and the remaining reborn marked ones in a trap that killed him, his army of wraiths and many of the southern Dagdeoth forces.

The last few decades have been marked by an increase in the number of fate items such as the aforementioned Fate's Wheel, Looki Lepta, and Umbas ion Sule Maranwe, but

also including Drylands items like the Key of the Worlds, Pandora's Box, or the Horn of Awakening and even the return of the original five master Waveprancer in the Ma-Yan Isles. The relative significance of each of these items and their relation and intended purpose towards their differing states of time, fate and the world should not be touched on lightly, but that is not the purpose of this brief history. If you, dear reader are interested in these items and ideas I recommend review the works of the Blind Seer or travel to the Unseelie Woods and ask those knowledgeable on the subject in person. Alternatively, you could attend one our classes here at the Wizard Palace on this subject or any topic you feel was too briefly touched on in this historical overview.

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Petra,
15,996.

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Interviews with Antigni Meticuli; Makai, 15,996.

Message by unknown Wild Isles elves, "Sandstone Message"; Southern Isles, 15,996.

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15,968.

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Paper by Calvin Flipptin, "Coexistence Theory"; Makai, 15,946.

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Countries and Regions

The following is a list of the main countries, regions, and groups throughout and near Teriock and the Southern Isles. In each nation's file is the basic information about it that is commonly known across the Alliance. As such, there are missing pieces and areas that require further research.

Key	
●	Member of the Alliance
●	Independent Alliance Territory
●	Member of the Free Republics
●	Unaffiliated Nation

In Teriock, there is a several groups and unions of countries. The main one is known as the Alliance. However, several of the western most nations are part of the Free Republics, which is focused mainly in Roekron. The key on the right should help distinguish what groups countries are associated with.

The Alliance

The Alliance is the largest international union in Teriock and the Southern Isles. It encompasses most of the land and resources of the commonly known region as well as trade. Although the Alliance has no capital, the membering nations have had both Calarinde (formerly Braknik) and Sandend (within Curuvaros) as their main meeting place. Originally, the Alliance was primarily a military organization designed to combat threats such as Grimsoeoth, Dagdeoth and Daltengron. However, as threats changed and time passed, it has become much more of an economic and trade organization as well as a loose governing body.

Corsai ●



Flag

Capital: Corsai

Alignment: True Neutral-Neutral Good

Leaders: Queen Miria

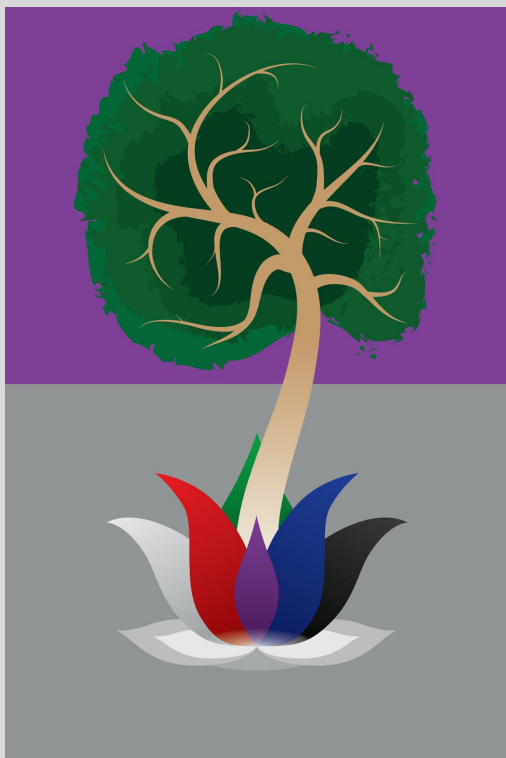
Main Guilds: Amazon
Storm mage
Flame mage
Nature mage
Sorcerer

Groups: Sorcerers
United Merchants Guild

Religions: Hermes
Isis

Corsai is an island nation founded by old Wizard Palace (now Calarinde) archmage: Franky. A nation based on trade, It has expanded rapidly over recent years and is known for having created some sort of alliance with the TuiChian in the south as well as for claiming large quantities of civilizations in very little time. Not too long ago, Corsai's mage school was large enough to rival what was then the Wizard Palace and engaged in a war with several Alliance nations. The peace treaty gave them some land on the mainland as well as an archmage representative in Curuvaros (Sir Veldar) Corsai is now a reluctant member of the alliance.

Curuvaros ●



Capital:	Curuvaros Mage School
Alignment:	Lawful Neutral-Chaotic Good
Leaders:	Grand Magi Prince Tsuchi Ogawa High Sorcerer Admiral Dragon's Eye Archmage Bucknish Tinderwhiskers Archmage Ventiri Thornfield Archmage Kendra KaliVishna Ambassador Sir Veric
Main Guilds:	All Mages
Groups:	High Mage Council Curuvaros Casters Sorcerers Fluent Casters Rune Weavers Monks
Religions:	All are respected and practiced

Curuvaros is the largest mage school in Teriock. Once called the Wizard Palace, it was founded and abandoned by the Wizard Trade Order on top of an old elven library. No longer under Trade Order rule; Curuvaros is now run by a council of five archmages and the high sorcerer librarian. Curuvaros (then the palace) was facing great trouble not too long ago. But in recent years, Curuvaros has turned itself around thanks to the dedication of its mage council. As such, Curuvaros has managed to reach new heights of magical development in Teriock.

Dagdeath ●



Capital:	Dagedmoor (Teriock Capital)
Alignment:	Lawful Evil
Leaders:	King Olicust the Unborn Dark Council The Bone King?
Main Guilds:	Necromancer Life Mage Paladin? (Occasional other mage types)
Groups:	Knights of the Dagdemar
Religions:	The Dagdemar Various other celestials when convenient.

Dagdeoth is a massive nation that extends across the entire north of the continent. Dagdeoth is assumed to border the Northern Sea, but specifics are unknown. Dagdeoth started growing in the early days of Roekron civilization when the Daged tribe suddenly appeared out of nowhere. Dagdeoth follows a powerful deity known as the Dagdemar (world/dragon eater in native Dagdein) and intends to gain control of and sacrifice the world to their deity to become 'real.'

Dsesnor ●



Capital:	Serpinton
Alignment:	Lawful Good, True Lawful, Lawful
Leaders:	High Queen Kuni Tayshen Sinthrea
Main Guilds:	All (mainly mages and samurai)
Groups:	Royal Family ALL THE DSESNORIAN CLANS
Religions:	Chinese Mythos Ancestor Worship

Dsesnor is the ruling nation of Roekron, having been mainly in charge for most of its history. Although it has faced civil wars, vampire infiltrations and of course wars with other countries, it has managed to mostly remain strong since the Willia tribe obtained the famous sword of shadows during prehistory.

Grittin ●



Capital:	Sandend
Alignment:	Chaotic Good, Lawful Good, Good
Leaders:	Curuvaros Mages Sci Usar (former) Voltani III (former) Gentric (former) Hurlbrand (former)
Main Guilds:	All (Mainly Paladin and Mages)
Groups:	Sci Usar Guard (former) Saurages Phraints
Religions:	All religions widely celebrated.

Grittin is among the most diverse nations in Teriock. Although technically a human nation, Grittin is home to numerous less common humanoid species as well.


Harik ●



Capital:	Galengloom
Alignment:	Neutral Good, Chaotic Neutral
Leaders:	Queen Milda the VI
Main Guilds:	Barbarian Paladin Veteran
Groups:	Paladins of Svarog
Religions:	Slavic Mythos Anti Magic

Frick Harik!

Kai ●



Flag	Capital:	Unknown
	Alignment:	
	Leaders:	
	Main Guilds:	
	Groups:	
	Religions:	Daoist

And frick Kai too!


Mayan Isles (Corsai ●)



Flag	Capital:	Ma-Yan
	Alignment:	Lawful Neutral
	Leaders:	
	Main Guilds:	Ranger Barbarian
	Groups:	Keepers of the Temple
	Religions:	Mayan and Meso American Mythologies

History and Description


Makai ●



Flag	Capital:	Makai University
	Alignment:	
	Leaders:	Antigni Metyculi
	Main Guilds:	All Mages
	Groups:	Makai Sages Makai Professors
	Religions:	Secular Agnostic (Scholoristic Society)

History and Description

New Eleanas ●



Flag	Capital:	New Eleanas
	Alignment:	
	Leaders:	
	Main Guilds:	
	Groups:	
	Religions:	
History and Description		

Nile Sea Isles ●



Flag

Capital: Alexandria

Alignment: Lawful Good

Leaders: Khepra HemMephis
Pharoah Council

**Main
Guilds:** All (Mainly Paladin)

Groups: Khepra Phraints
High Priests

Religions: Egyptians

History and Description

Nore Romas ●



Flag

Capital: Cliffwatch

Alignment: Chaotic Good

Leaders: The String LindiMaitar
The Horn LindiMaitar
The Drum LindiMaitar Appa
The Lute LindiMaitar Lindarius
The Flute LindiMaitar Simpine
The Lindar

Main Guilds: Musicians
Mages

Groups: Rune Singers

Religions: Elven Mythos, Celtic Mythos

Nore Romas is a recent nation formed after Shaloba lost control of Cliffwatch in the wars with Welandes et Necrenef. Although now now nestled between Shaloba and Welande, Cliffwatch and Rogues Tower used to directly border vampire territory. As such, they were gifted three horns that could be heard across Teriock to call for help during invasions. Although the vampire threat is no longer as prevalent, the horns remain and have called great musicians from all over the continent. The Lindar and LindiMaitar are the two ruling councils of Nore Romas. They must come to a consensus to make decisions. In the event of a tie, the greatest singer in the land gets the final decision.

Oni Empire ●



Flag

Capital: Vamanasi

Alignment: Lawful Good, Lawful Neutral

Leaders: Empress

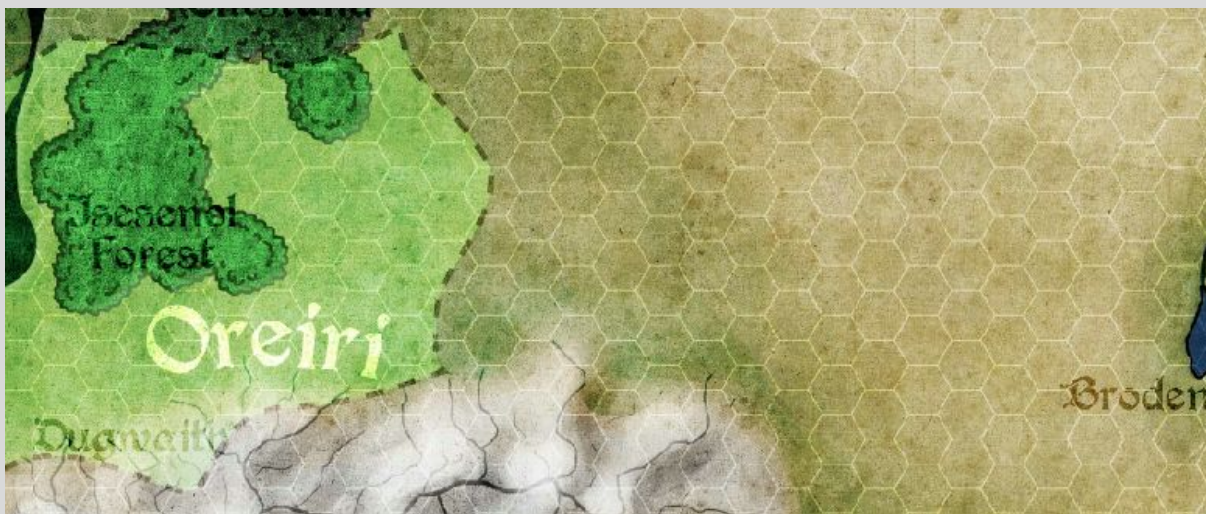
**Main
Guilds:** Samurai

Groups: Agni Priests
Kampuri
Daltengron (former)

Religions: Hindu (however, with a twist that is specifically Oni, Smallness is closer to oneness)

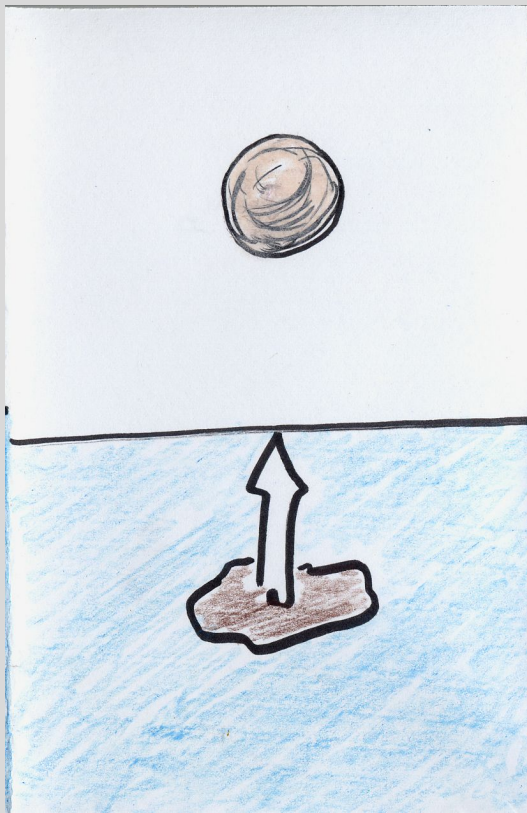
History and Description

Oreiri ●



	Capital:	Iseseniton
	Alignment:	Chaotic Good?
	Leaders:	Lord Byron Glissori (Former?) Wileve Kileneve (Former?) Velesia Glissori (Former?) Ebison Nelenato (Former?) Mary Lobos (Former)
	Main Guilds:	Nature Mage Ranger Archer Barbarian?
	Groups:	Council of Oreiri
	Religions:	
History and Description		

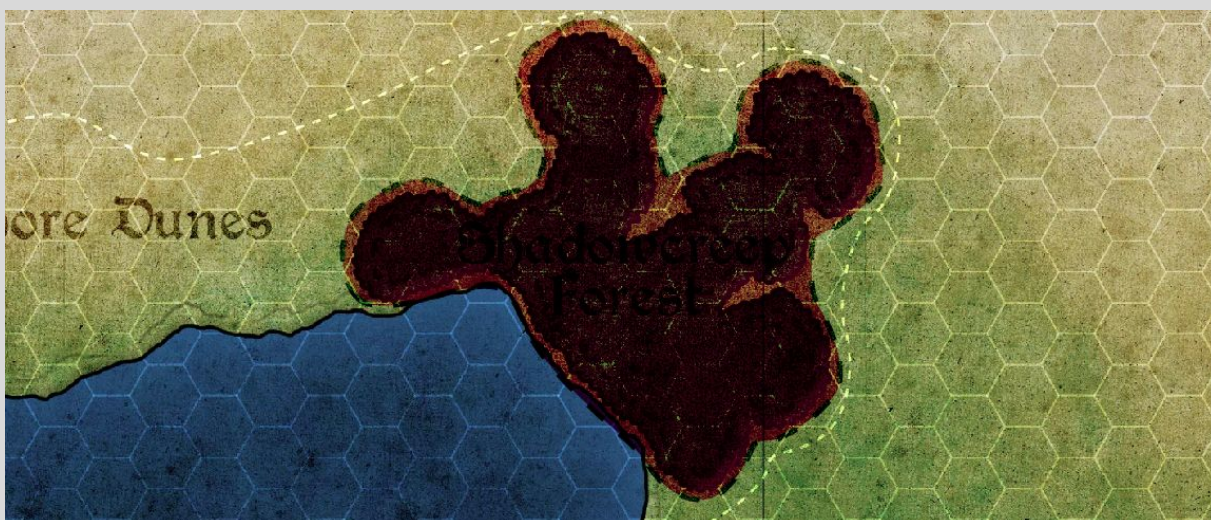
Pearless ●



Capital:	Pearless
Alignment:	Lawful Good, Chaotic Good
Leaders:	King Gracewind Amulendel Turtlebug The Soothsayer (former) Greyspinner (former)
Main Guilds:	Amazon Life Mage Flame Mage Storm Mage Nature Mage Necromancer
Groups:	Dragonforge Crafters Greyspinner Apprentices
Religions:	All deities of the sea

Although, having always been magically and artistically significant, Pearless has grown in recent years. Under the rule of King Gracewind, it has become the dominant economic power of the inner sea, controlling most of the trade in the region. Pearless is known for its craftsmanship and its famous Tower or Pearl. Now merely a symbol, the tower is thought to once have had mystical properties and been somehow been connected to the fates. Pearless gets its name from the valuable and sometimes innately magical pearls found in the region.

Shadowcreep Forest (Harik ●)



Capital: Unknown

Alignment: Chaotic Neutral

Leaders: Unknown

**Main
Guilds:** Nature Mage
Assassin
Ranger

Groups: Unknown

Religions: Unknown

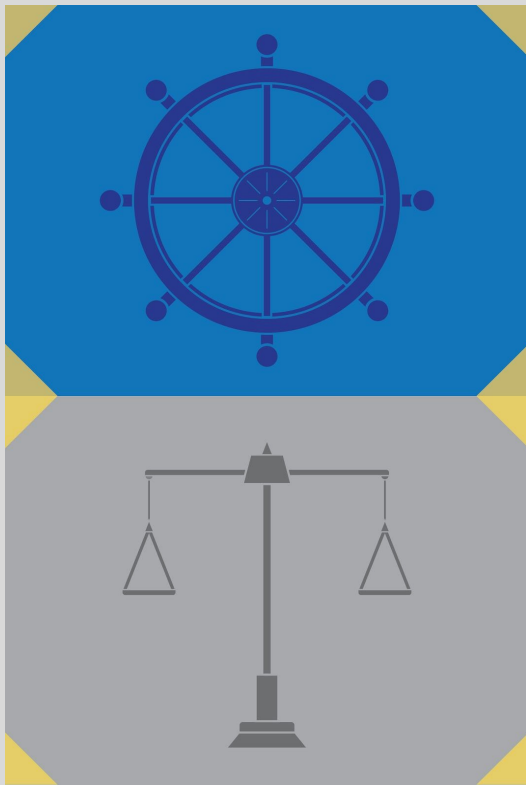
Shaloba ●



Capital:	Shal City (Montreb former)
Alignment:	Chaotic Good, Chaotic Neutral
Leaders:	
Main Guilds:	Ranger
Groups:	Trail Eye Clan Shaloban Secret Service (former)
Religions:	Primarily Greek (but with influence drawn from many places)

Shaloba is an old nation in the South East of the Inner Sea. Its former capital Montreb has been severely weakened in recent years due to vampire infiltration and a civil war with the current capital, the Shall.

Skillhaven ●



Capital:	Calarinde (Braknik former)
Alignment:	Chaotic Good
Leaders:	Permanent Council: High Admiral Gills Admiral Amari Shade Admiral Hei Moonmirror Admiral Dragon's Eye Admiral Duke Jorgl Glissa
Main Guilds:	Amazon Thief Samurai Assassin Paladin
Groups:	Justice Goblins Kalishade Samurai
Religions:	Justice Olympian Bastet

Skillhaven is an island nation near mainland Teriock. Its capital Calarinde was once called Braknik, but has recently been renamed after falling under new rulership for the third time in recent years. Calarinde is almost entirely underwater, being surrounded by a giant air bubble that encoumpases the entire city. There are theories that the city and many of its landmarks were created by the will of celestials.

Sorikonía ●



Capital:	Sashi-Eten
Alignment:	Lawful Neutral
Leaders:	Ruling Council
Main Guilds:	Samurai Life Mage
Groups:	Sorikonian Martial Masters Geishas Martial Artists (乾) Heaven/Chi'en Clan (兌) Lake/Tui Clan (離) Fire/Li Clan (震) Thunder/Chen Clan (巽) Air/Sun Clan (坎) Water/K'an Clan (艮) Mountain/Ken Clan (坤) Earth/K'un Clan
Religions:	All religions are widely practiced (mainly Ancestor Worship and Japanese Mythos)

Sorikonía is a deeply spiritual land with many ties to their ancestors. Known for their neutral and logical rulings, Sorikonians are asked to be judges for trials all across Roekron. In recent years, the spiritual power of Sorikonía has been greatly damaged by a realm called the Shadowlands and the vampire Curves.

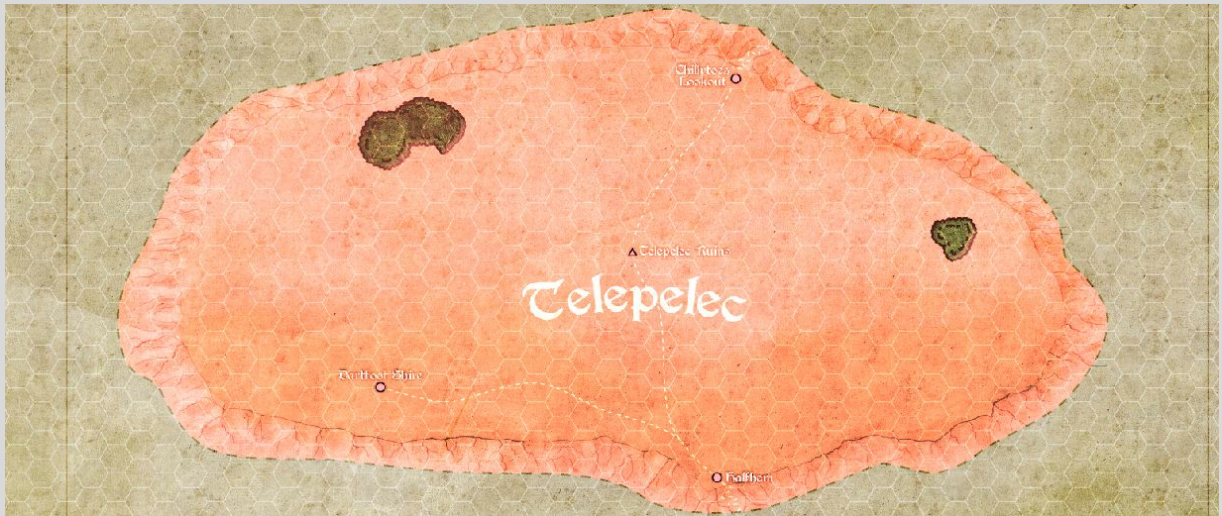
Tei Koban ●



Capital:	(天皇) Tei Tanna
Alignment:	True Neutral
Leaders:	Dragon Empress Tsuchi Maiko Dragon Empress Yama Gigi (former)
Main Guilds:	Samurai Life Mage Necromancer
Groups:	(土) Earth/Tsuchi Clan (水) Water/Mizu Clan (火) Fire/Hi Clan (風) Air/Kazē Clan (天) Heaven/Ten Clan (雷) Thunder/Kaminari Clan (湖) Lake/Mizūmi Clan (山) Mountain/Yama Clan Spirit Priests
Religions:	Shinto Ancestor Worship Daoism

Tei Koban is a spiritual society inhabited by cobbens. The residents have a strong ancestral connection that manifests through their spirit item. The clan of Dragon Empress changes in accordance with a rotating clan cycle. The cycle was recently put in jeopardy due to the assassination of the former empress Yama Gigi. But, it has since returned to normal.

Telepelec ●



Flag

Capital: Halfhem

Alignment: Chaotic Good

Leaders:

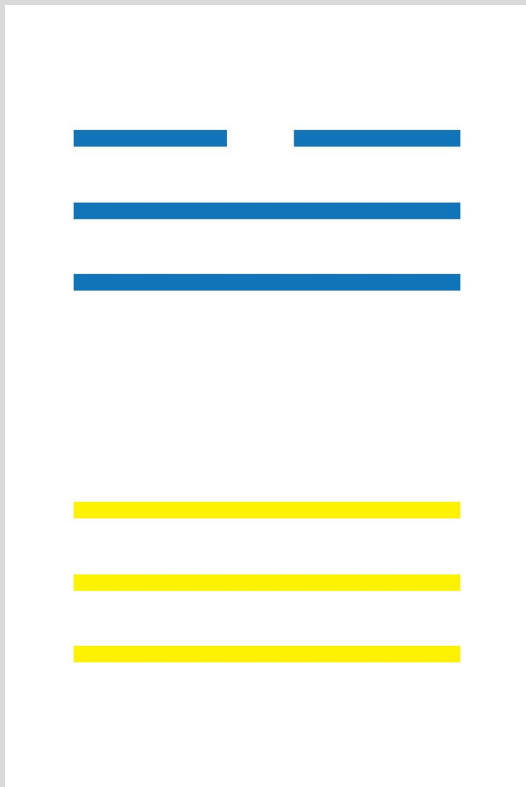
Main Guilds: Life Mage
Flame Mage

Groups:

Religions: Hobbit Lore
Shamanism

Telepelec is a hobbit nation built on the foundations of an ancient civilization located on the plateau. They are known for the famous seemingly flawless items uncovered in the ancient ruins that seem to have some connection to the Waning Moon Warriors (particularly Halfhem) of the second age. Telepelec is often in a state of war with either Dagdeoth to the North or the roaming ork tribes that wander the desert.

(兌乾) Twei Chien ●



Capital:	Unknown
Alignment:	Lawful Neutral
Leaders:	Generals? Other Unknown
Main Guilds:	Fluent Caster? Other mage types? Other Unknown
Groups:	Twei Chien mages (scouts)? Generals? Other Unknown
Religions:	Daoism Dragon Worship

Twei Chien (more properly Tui Qian) is a large nation to the South that seems to be controlled by powerful elven and human mages. There are many other species inhabiting the land they control as well. Twei Chien used to be more involved in the affairs of mainland Teriock and the Southern Isles, fighting off the Wizard Trade Order and working with Curuvaros (then the Wizard Palace) to stop the “Consumer,” a dragon eating demon summoned by Dagdeoth.

Unseelie Wood (Griffin ●)



Flag

Capital: The Center of the Dance

Alignment: Chaotic Neutral

Leaders: Queen Mae?
The Seven?
Blossom?
Benjini?
Grub Mary?

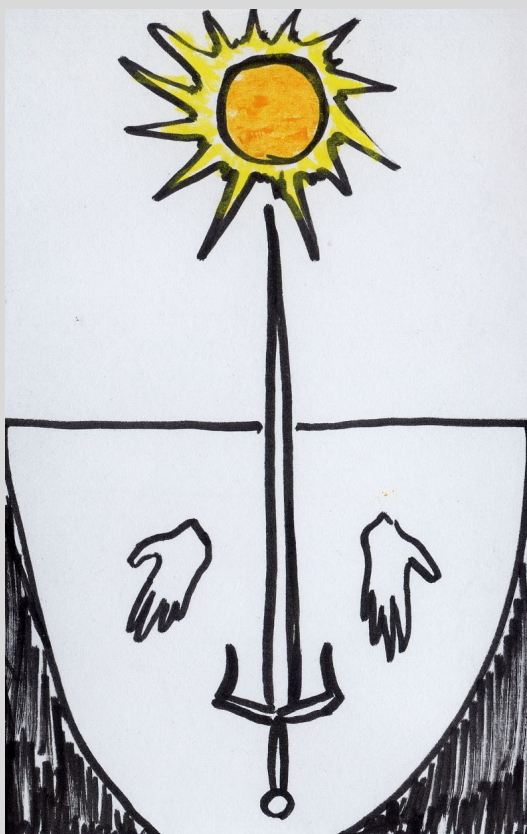
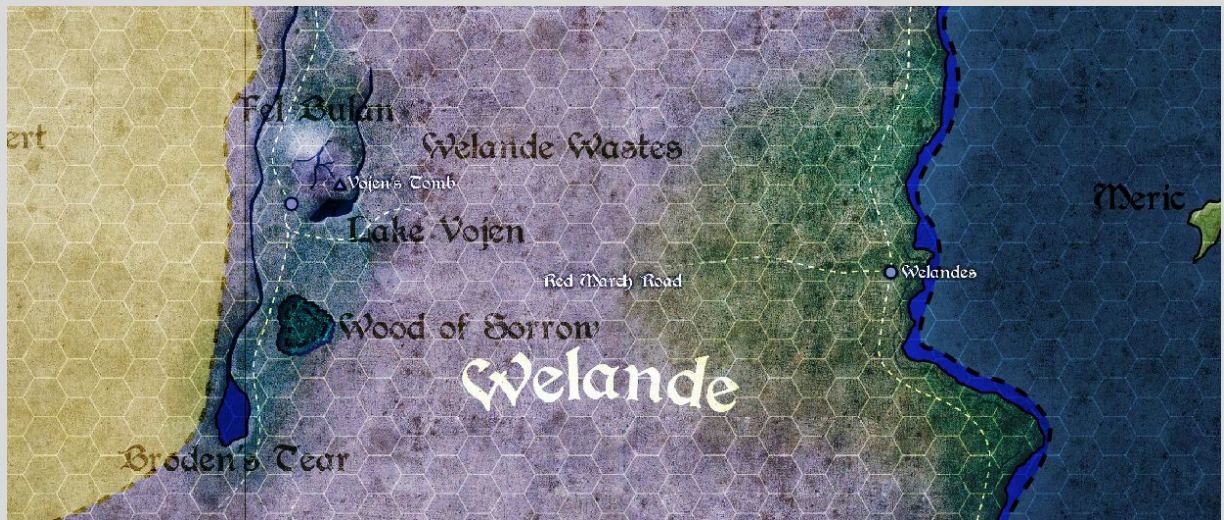
Main Guilds: N/A (Though many fae are Fluent Casters.)

Groups: The Seven?

Religions: Fae, Nature worship

The Unseelie Woods are a mysterious and dangerous forest that has sprung up around Oldmarket in recent years. There are stories of it having been planted by a mysterious entity called Grub Mary as well a large blessing and ritual involving many fae, animals and even heroes. It is now inhabited primarily by fae. One fairy sometimes to be thought the leader (Queen Mae) is rumored to be somehow associated with the Soothsayer that once resided in Pearless.

Welande ●



Capital:	Welandes
Alignment:	Lawful Good
Leaders:	Valkyrie Vega Valkyrie Davka (former)
Main Guilds:	Knight Ranger
Groups:	Valkyries Ladies of the Longsword Ravenblade Order
Religions:	Norse Mythos

Welande is a nation on the West of the Inner Sea that borders Roekron. It is often presumed that Welande was founded by the Waning Moon Warriors (particularly Petunia Ravenblade) in the second age. It is ruled by a circle of powerful women called the Valkyries. Welande has been greatly weakened in recent years as both Welandes and Eastway (two of its cities) have been home to the Elder Vampire Enyalie.

Wenport ●



Flag

Capital: Wenport

Alignment: Chaotic Good, Chaotic

Leaders:

**Main
Guilds:** Amazon
Paladin

Groups: Ogres

Religions: Elven Mythos
Saucerian Mythos

Wenport is a small island nation inhabited by tiny elves called Wenport Elves. Presumed to be descendants of Sea Elves, they are often sought after as captains for long and dangerous voyages.

Teriock Cobben Spirit Item Chart			
1	Throwing Star	51	Rod
2	Jian (Short Sword)	52	Wand
3	Dao (Broadsword)	53	Hat
4	Mingdao (Long Sword)	54	Cloak
5	Wing Chun (Pair of Cutlass)	55	Belt
6	Miaodao (Claymore)	56	Gloves
7	Dagger	57	Boots
8	Tanto	58	Socks
9	Jitte	59	Rope
10	Wakizashi	60	Umbrella
11	Katana	61	Cup
12	Dai Katana	62	Fork
13	Throwing Axe	63	Pan
14	War Hammer	64	Bowl
15	Naginata	65	Spoon
16	Kama	66	Knife
17	Sai	67	Quill
18	Kusari Gama	68	Canteen
19	Javelin	69	Small Box
20	Kumi Bow	70	Necklace
21	Arrow	71	Crown
22	Staff	72	Sheers
23	Spear	73	Bucket
24	Hook Swords	74	Paint Brush
25	Blowgun	75	Hair Comb

26	Makabishi	76	Book
27	Sode and Kote (Arm Greave)	77	Oar
28	Haidate (Leg Greave)	78	Spy Glass
29	Do (Body Armor)	79	Compass
30	Arm Claw	80	Tent
31	Trident	81	Chair
32	Fan	82	Lantern
33	Net	83	Fishing Rod
34	Short Sword	84	Crystal Orb
35	Broadsword	85	Spiel
36	Long Sword	86	Stake
37	Claymore	87	Key
38	Dagger	88	Sickle
39	Ninjato	89	Tongs
40	Saber	90	Mortar and Pestle
41	Axe	91	Needle and Thread
42	Hand Axe	92	Spinning Wheel
43	Hammer	93	Blanket
44	Small Flail	94	Pillow
45	Medium Flail	95	Towel
46	Buckler Shield	96	Divining Rod
47	Large Shield	97	Scroll (Map?)
48	Tower Shield	98	Musical Instrument
49	Helm	99	Roll twice and combine
50	Staff	100	Choose your own (GM approved)

