The history of Terram Ibis is a tale of wonder, and of the bravery to go where no one had gone before…

The founder of Terram Ibis, Avis Stulus, was born 200 years ago. He was born in the town Terrarium, under a family of mages. He hated being a mage. He liked mechanic, and loved tinkering with different machines. When he turned 18, he was disowned by his family. His father saw machines as being less than magic, and that as he was not going to be a mage and study the arts of magic, he was not worthy of being his son. Bitter at being thrown out, Avis ventured out of his home on horseback. He flew the roads with haste, bitter tears falling from his face. He rode for days, wandering the world, before he reached a great river, spanning 20, no, 30 feet wide! He set up a house there, and a small farm. As he lived there, he felt the rip in his soul caused by his family’s abandonment of him heal. He started a inn, which became successful, and known throughout the world as a beautiful place to have a vacation, and look at the local wildlife and flora, and soon a small town started to form. Years later, the town encounters a hydra, which they seal inside of a tiny cave. The next day, Avis Stulus dies from mortum, a disease which quickly spreads within the tight-knit town, killing most and driving into grief the rest, who become immune to the deadly virus. After the disaster of mortum, the town starts to piece itself back together. A new leader is voted in, and life resumes. People are scarred by the disease, and blame it on the hydra which they sealed away years ago. They check the cavern, and find that the hydra has gotten loose. This is where you come in. Please track down the hydra and either kill it or subdue it.