

Beast Lore

Beasts are extremely rare, powerful, and beautiful creatures. They are distinguished from natural creatures due to the awakening of their aura and magical abilities. When beasts awaken they get larger, more athletic, more intelligent, and develop all sorts of unique aura characteristics. They take on new appearances that reflect their evolution, often including elemental effects, which grow over time.

Just like people, beasts can work on their auras and practice their abilities to evolve them further. This happens naturally through the beasts' own initiatives, but can be accelerated by highly trained Beastmasters. Beastmasters can assist in the beast's development by providing the proper care and magical regiments for its unique needs.

When a beast has been tamed and trained to interact safely with the public, it is known as a familiar. The primary mark of a familiar is that it has become bonded with the Beastmaster that trained it; often after years of exhaustive and difficult training.

Beast Classifications

Beasts have classes that categorize their archetype, such as an "Arachnid" class being similar in nature to spiders or "Predator" class being similar in nature to wolves and jungle cats. These classifications cover a diverse range of beasts since each is fairly unique based on its individual mutations and magical abilities.

A "size" classification supplements the beast class by indicating the approximate size of the beast compared to a typical person. Small beasts are smaller than humans, standard is roughly the size of an adult human or a little larger (like the size of a horse), and large and giant refer to beasts that are larger than humans.

If the beast is larger than the "standard" size class, they are often introduced by their size class as well (such as "Large Arachnid"). Small beasts are not mentioned by their size class unless there is a reason to classify its size, such as for academic purposes.

Magical Alignments

Each beast is also classified by an "alignment" that reflects the archetype of magic they use. Alignments tend to be labeled with obvious connotations, such as "fire-aligned" and "earth-aligned." It's rare for beasts to possess abilities outside of the well-established archetypes, but it does happen.

"Aligned" is a generic term that indicates the general archetype of the beast's magic. It implies nothing about the beast's advantages or powers. The "enchanted" title (such as "fire-enchanted") can be used to describe a particularly powerful beast within a given archetype. It generally indicates that the beast has some form of active powers and can intentionally control and shape its magic.

Hybrid Alignments

Roughly 30% of beasts have a hybrid archetype (a combination of two archetypes), such as a Shadow-Wood hybrid. Hybrids gain mixed combinations of the advantages (and disadvantages) of both their archetypes; sometimes in significantly beneficial ways. Hybrids can be much more flexible in their abilities, and are often considered more powerful, but generally can't reach the highest levels of power within a single archetype.

Runic Symbols

Some beasts develop runic symbols that are references to creation and the God of Light. Beasts with runic symbols tend to have slight advantages over beasts without them.

The public doesn't recognize the symbols' meanings, generally just believing the symbols are a standard part of the genetic codes for awakening. However, they do recognize a difference in their behavior. Beasts with runic symbols tend to be particularly aggressive against the Grimm. And while the Grimm generally ignore most creatures and beasts that aren't interfering with them, they will actively seek out beasts with runic symbols. This makes beasts with runic symbols less common, since they're more likely to have been killed by Grimm.

Beastmasters

Beastmasters are known as the champions of beasts (or familiars, once bonded). They are highly-trained gifted aura-users that have forged a familial bond with a magical beast. It typically takes years of effort to learn the appropriate magical languages and actions necessary to safely interact and train with a magical beast, and several more to actually tame the beast. Only once a caretaker has sufficiently domesticated, trained, and forged a bond with their familiar can they consider themselves a Beastmaster.

Most Beastmasters come from highly privileged, magical lineages that have a history of Beastmastery and are able to afford the initial expenses. Many come from Atlas where a technology known as the Thetastone was created. Thetastones can rapidly speed up, strengthen, and improve the magical bond forged between the familiar and its master.

Beast Captivity

Untamed beasts are kept in magically warded stables to protect the outside world from them. These stables are very expensive and requires a lot of infrastructure, but are an essential part of the Beastmastery process. Beastmasters strive to domesticate beasts as quickly as possible, but it can take several years to tame a wild beast.

Transferring Beasts

It is possible, though very rare, for a Beastmaster to release their familiar into someone else's care. This can be a traumatic experience to both parties depending on the circumstance and how well the familiar understands it. Generally, Beastmasters would never consider this option unless there is an extenuating circumstance. The familiar bonds forged with a beast can be as strong as any relationship.

Thetastones

Thetastones are magical artifacts that are surgically implanted into the frontal lobe of a Beastmaster. This grants the Beastmaster access to powerful enchantments that aren't possible through external artifacts. Its power will eventually integrate with the Beastmaster's mind, granting them significant advantages: rapidly improved communication and training speed, synchronization with the beast's aura and energies, intuitive insights into the beast's mind, etc.

The gemstones used to produce Thetastones are magical and roughly the size of a gold coin. Those who possess one have the gem visibly socketed into the center of their forehead. The original Thetastones were designed to be more functional than fashionable, but newer generations of Thetastones are distinctly more decorative. Thetastones are unique in their appearance and design, but possess roughly the same advantages.

Thetastone Advantages

Thetastones are desired due to how much simpler it is to tame and train a beast, as well as the greater ease of forming a familial bond. Years of difficult schooling in magical languages and training techniques can be eliminated with a Thetastone. Additionally, Beastmasters with Thetastones gain advantaged communication with their beasts beyond traditional conversation due to the speed of thought and emotional transference.

The speed of communication in particular allows the Beastmaster and familiar to be highly in-sync in all activities: sports, combat, general socializing, etc.

Thetastone Disadvantages

While they do provide many very desirable qualities, Thetastones are not without disadvantages. Beastmasters are forced to sacrifice a meaningful portion of their mana and their mana recovery in order to sustain a Thetastone. So long as a Thetastone is implanted, it continues to leech the power it requires.

The Thetastone is also a potential weak spot, and one that is clearly visible on the Beastmaster's forehead. There are defensive enchantments infused into the Thetastone, but there's only so much those enchantments can do. A solid hit to a Thetastone is still going to disrupt one's frontal lobe. This can disrupt the familial bond, cause blackouts, or potentially worse.

Thetastone Surgery

Surgery for a Thetastone is dangerous. It is typically performed by a handful of master alchemists, with several others present to observe and study. The process is unable to make use of magical drugs since the mind must be fully conscious and prepared to deal with the psychic energies of the surgery. This is a mentally and energetically exhausting experience. It requires a strong will and a powerful aura to endure it.

After the surgery is complete, the Beastmaster will still have to endure several weeks of recovery while the process integrates. The experience is disorienting and can warp the mind if the Beastmaster is unable to cope with it. In theory, children would be better at adjusting to the psychic integration. In practice, children are restricted from participating in any such surgeries.

A lot of conditioning and magical regiments are expected from candidates of this surgery. Preparation is considered essential, both in terms of the surgery's success and the effectiveness of the integration.

Thetastone Generations

Thetastones have a "generation" associated with them, which refers to the number of times it has been successfully implanted into a new host. Thetastones are overwhelmingly rare, powerful, expensive, and difficult to produce. As such, they are typically extracted for reuse after a Beastmaster has passed away.

Generation count is nothing more than a social curiosity. It doesn't provide any advantages or disadvantages. However, it is common for Beastmasters to be associated with a particular generation.

Beast Classes

The following lists are some of the common class names for beasts, particularly some of the most broad and popular. Many other classes exist, especially for scientific naming purposes among Alchemists and Beastmasters.

- Aerokin
 - Falcos – Giant hunting birds, tend to be very fast and perceptive.
 - Ravenos – Highly intelligent birds. Learn quickly, generally more cooperative.
 - Waterwing – Aquatic birds covering a variety of peculiar types.
 - Wingmate – Birds that are usually land-based. Excellent companions, not great for combat.
- Brawler
 - Gorillos – Highly intelligent mammalian beasts, closest relation to humans.

- Ursali – Strong, bear-like beasts.
- Drakonis – A reptilian style of beast that appears to be a dragon descendent.
 - Skyrider – Extremely rare, miniature dragon-like beasts capable of mounted flight.
- Earthkin – Land-based beasts, generally evolved from creatures of prey. Good companions.
 - Runner – Fast land-based mammalian beasts.
 - Tunneler – Burrowing beasts, such as prairie dogs.
- Fey – Unusual beasts with extreme mutations or unknown origins.
 - Bulbs – Extremely fast and small bulb-like beasts, levitation movement, potent magic.
 - Ent – Tree-like beasts. Defensive, but slow. Rare, but can live extremely long.
- Predator – A predatory quadruped: wolf, panther, tiger, lion, etc.
 - Packmate – A canine beast: wolf, dog, fox, etc.
- Reptilus – A reptilian or amphibian beast, such as a lizard.
 - Leaper – A frog-like beast. Generally not well-suited for land combat.
 - Raptor – A highly unique and rare raptor-like beast. Fast, intelligent, dangerous.
 - Slither – A snake-like beast. Usually very clever.
 - Snapper – Turtle-like beasts.
- Rider – A mounted quadruped: horse, donkey, unicorn, pegasus, buffalo, etc.
 - Trampler – A large beast intent on trampling: rhino, buffalo, etc.
 - Tusken – A large, horned beast: bull, ox, moose, etc.
- Seakin – Beasts that live in the sea or other major sources of water.
 - Seakiller – Shark-like beasts, or Seakin that possess powerful combat mutations.
 - Shellkin – Shelled beasts: clams, oysters, etc.
 - Swimmer – Fish-like beasts. Generally easy to tame and cooperate with.
 - Tentaclor – Tentacle beasts: octopus, squid, etc.
- Sectoid – Any insect-like beast, or beasts with powerful exoskeletons (like crabs).
 - Arachnid – Spider-like beasts. Intelligent, manipulative, dangerous, often terrifying.
 - Crawler – Insects with many legs, like centipedes.
 - Pincher – Beasts with pinching claws: scorpions, crabs, lobsters, etc.
 - Stinger – Bees, wasps, and other stinging insect beasts.

Beast Archetypes

Stone

Stone-aligned beasts have a tendency to strongly focus on their current objective and fail to pay attention to their peripheral surroundings. They likely prefer the comfort of familiar terrain and companions. They live longer longer lives, but may evolve slower as a consequence. They're less likely to be aggressive, but are resistant to change and may be difficult to befriend. Once they've accepted someone, they will forge strong bonds and retain loyalty.

Their bodies are heavier, larger, and bulkier. As a result they're slightly slower, but also stronger and more resilient against damage. Their wounds regenerate slower, but they're harder to wound in the first place and their aura typically provides meaningful defensive advantages. As their evolution grows, these traits become more pronounced. Momentum may become a useful advantage, such as with charging attacks.

Low-tier stone-beasts often have earth-toned hides with stone-like coloration. With evolution it slowly appears more stone-like, potentially forming rocky scales as a protective shell around the body.

Fire

Fire-aligned beasts gravitate toward warmer climates. They dislike being cold, but can keep themselves warm at the expense of slower mana recovery. They tend to be very aggressive, have strong predatory instincts, and may hunt for pleasure and sport rather than food. Their magic tends to make them faster, more reactive, more agile and athletic, and more deadly. It is common for them to possess active casting magic that can damage their prey, and it is rare for them to possess strong defensive advantages.

They're somewhat more difficult to tame than other familiars. Beastmasters may find them difficult to control at times, or occasionally unwilling to follow instructions as they're intended. They need more physical and social activity and attention than usual to forge and maintain a familial bond.

Low-tier fire-beasts typically have fiery red and orange skin coloration, and may be warm to the touch or emit heat. They are extremely resistant to heat and fire, and can likely ignore the effects of smoke. As they evolve, parts of their body may be perpetually burning at all times, such as their tails or main patches of hair, and they may passively emit heat. Their teeth and claws may begin to inflict searing burns and heat that can tear through flesh and matter with ease. Strong evolutions may leave trails of fire in their wake.

Ice

Ice-aligned beasts gravitate toward colder climates, particularly snowy climates. Terrain with water is also highly accommodating, such as wetlands. They dislike hot climates, but can keep themselves cool at the expense of slower mana recovery. Shelter is important to them. They seek out a good lair and keep it well-maintained. They tend to be patient, calm, and more emotionally stable than their kin. As familiars they are quite loyal, and tend to follow instructions almost too obediently.

It is common to receive many advantages in water: prolonged breath, improved maneuverability and speed, considerably heightened perception, etc. Their hides are tough and difficult to pierce, they are effectively immune to any cold or frost effects, and they are naturally resistant to magical damage or negative enchantments. When pierced, they lose almost no blood and stabilize quickly.

Low-tier ice-beasts often generate subtle frost-like characteristics: icy breath, patches of frosty hide, frosty blue eyes, cool to the touch, etc. As they evolve they may start to passively emit a radius of cold, develop ice around their body (particularly critical areas for defense), and have frosty mist trails that appear in their wake. They can wield powerful ice and water magic, which tends to be a balance between offense and defense.

Wood

Wood-aligned beasts prefer to live in areas with plentiful vegetation: forests, jungles, thick meadows and prairies, etc. In general they are much wiser, creative, strategic, more agile, and perceptive than their kin. They have a calm demeanor, coexist well with other wildlife, and make excellent familiars. They recover energy faster than usual, particularly in areas filled with life and sunlight. Forging bonds with wood-beasts is often considered a rewarding experience, but they have more complex caretaking requirements to evolve their magic.

Strong resistances are a common trait. They possess moderate resistances to physical damage and magic, and are fully immune to any poisons and other contaminants. Their magic tends to be somewhat druidic in nature: significantly extended life, growth, energy recovery, camouflage and stealth, additional resistances, mental clarity and awareness, healing and restoration, communication with animals, etc. They make exceptional hunters, stalkers, and strategic allies. It's not uncommon for them to develop strong intuitive perceptions that assist with their activities.

Training and bonding with wood-beasts is often easier than with others due to their high intelligence and calm demeanor. Some develop their intuitive skills into minor forms of telepathic communication, making their alliances particularly effective.

Low-tier wood beasts have plant-toned hides, along with natural patterns that camouflage them well outdoors. As they evolve they may develop bark-like skin, accents of grassy or leaf-like fur, and other minor plant-like cosmetics.

Shadow

Shadow-beasts have dark-colored hides and are attracted to dark, shaded areas where they can lie in wait and prepare ambushes. They avoid daytime and light when possible. They are nighttime predators with excellent stealth, strategy, stalking and scouting skills, tracking skills, and pattern recognition. They are extremely patient, clever, and observant. They watch for ideal opportunities and strike when the time is right.

As shadow-beasts evolve, their aura helps to conceal their presence. Sound is faded within a small proximity, their bodies blend further into the darkness and slightly adjust to the environment, and small aura buffers help to obscure other sensory detection: smell, heat, etc. Combined with their already heightened skills, shadow-beasts become masters of stealth, infiltration, and ambush.

Stronger evolutions may develop the ability to avoid leaving any tracks or evidence of their presence, blend into their surroundings during the day, and significantly improve on advantages like speed and reaction time. Passive magic may even conceal their presence by making others pay attention elsewhere, particularly those who are already distracted or weak minded.

Taming and training shadow creatures doesn't offer any particular challenges over normal beasts. The biggest issue is locating shadow-beasts in the first place. They aren't any more rare than other beasts in the wild, but there are far fewer of them paired with Beastmasters.

Psionic

Psionic-aligned beasts are rare. They don't have strong preferences in their habitats or particularly unique physical characteristics, and unlike most beasts they don't grow in size nearly as much. They are far more intelligent than their peers, significantly reducing training time and advancing their potential skill set for those who can tame them. They think faster, more creatively, more strategically, with greater problem solving skills, and remember things in much greater detail. They're shielded against all forms of mental intrusion and influence.

Runic symbols are so common on psionic-beasts that it's mostly expected. There tends to be a large, noticeable symbol on their forehead, often with smaller symbols accented in other areas.

In addition to superior intelligence, these beasts gain strong communication advantages and minor intuitive senses that allow them to react quickly. They can produce powerful psychic bonds that allow them to synchronize nearly as effectively as one could do with a Thetastone. Highly intelligent Beastmasters have a much easier time forging and maintaining familial bonds than normal, whereas less intelligent Beastmasters may struggle to make any sort of connection.

As a psionic-aligned beast evolves, they may gain other mental advantages. This may include telepathic communication with any living creature, sensing emotions, reading surface thoughts, causing mental distractions or confusion, etc. Particularly strong evolutions may acquire the ability to probe weak minds for information or magically influence emotions.

Air

Air-beasts are flight-based or gliding creatures. Many are evolved from creatures that were already capable of such flight. Others may grow wings, gain the ability to levitate, or become capable of leaping across fields as a consequence of their awakening. Their bodies tend to be lighter despite their growth in size, but they compensate with ranged aura mastery and improved aerial maneuvering skills. Their flight skills are improved by enhanced strength, speed, and reaction times. Their scouting skills are improved by highly enhanced vision, hearing, and sensitivity to wind and vibrations.

Hybrids are much more common among air-beasts. Their second archetype usually provides the base for magical ranged attacks. Air-beasts without a second archetype may focus on wind-based attacks, knockbacks, telekinetic abilities, long range communication, or be particularly effective at mounted travel.

Earth

Earth-beasts tend to have thick hides and earth-toned furs and skin. They are heavier, stronger, can endure heavy loads much longer, and are more durable than average. If the beast was not previously capable of mounting, they likely are now. They usually gain more size than most beasts and their athletic abilities and speed typically improve as well.

Depending on the nature of the beast, some may acquire a certain degree of magical influence over soil and loose rocks, allowing them to move or shape it to their will. This can be used to create large, impressive lairs. Burrowing is a somewhat common trait, allowing the beast to control a degree of earth magic that enables them to tunnel through earth at respectable speeds. Some are powerful enough merge their bodies directly with the earth, allowing them to move through it without the need to dig. The process is slow, but can be exploited for very dangerous offensive and defensive maneuvers.

Electric

Electric-beasts often have electric coloration in their eyes or highlighted around their bodies, and may leave slight trails of electricity in their wake. More powerful variants may have arcs of electricity dance around their exterior and electricity surging through their body at all times. They tend to be very hyperactive, either as playful individuals or highly aggressive ones. A minor static field typically surrounds them, which can feel strange to those nearby.

Massive amounts of energy is available to these beasts, making them capable of enduring for days without stopping. Their athletic stunts seem to be in a tier of their own, even among other beasts. They are universally fast and hyper-athletic, but also very obvious in their presence. Aside from the noise and visible light they produce, they tend to announce their attacks with roars and other loud noises.

Electric-beasts can be very difficult to tame and train. Their attention is explosive, and they have a strong need to be active. Any Beastmaster that wants an electric-aligned beast will have to keep up with them and be prepared to handle serious bouts of aggression or playfulness. They don't remain still for long, and sleep is minimal. They rarely contemplate their actions before acting.

Typical powers include the ability to cast various forms of lightning magic: lightning bolts, shocks, static bursts, etc. Particularly powerful forms may even cause passive electric shocks to anyone who stands too close.

Water

Water-beasts are often evolved from sea creatures, but land or air-based creatures can also evolve these abilities. They develop enhanced speed, extraordinary grace, heightened perceptions and intelligence, and they much live longer. Their personalities are more passive than usual, they are excellent at understanding contextual or emotional

communication, and they get along with others well.

Sea creatures flock to water-beasts, and will treat them as leaders without realizing why. In water, these beasts may evolve with significantly more powerful abilities. They can gain magical telekinetic influence on the water itself, sometimes strong enough to overturn ships just by willing it. They may also long distance underwater communicate through sonar, echolocation that allows exceptional clarity when observing their surroundings, etc. Their underwater movement and athleticism is impeccable, far exceeding the norm. They improve in all physical attributes underwater: strength, speed, reactions, etc.

On land, water-beasts tend to feel slightly out of place. Their heightened intelligence comes in handy, but many of their water powers don't align effectively with land. Most Beastmasters that want to tame and train water-beasts will have to live in a suitable location with plentiful lakes or seas to travel in. If they do, cooperation with water-beasts is extremely effective and generally much easier than nearly any other beast archetype.

Beast Powers

Each beast evolves different abilities, many of which may be based on their nature and archetype. Most beasts can become powerful enough to give a Junior Huntsman a scare. Some very rare beasts can become powerful enough to rival the threat of a Huntsmen on their own. When coordinating with a talented Beastmaster, this can provide the opportunity for very powerful teams.

The following lists are examples of common powers that beasts may acquire; however, there are many more possible that aren't included here. Note: These lists do not include any elemental or archetypal powers that are common with each individual archetype.

Physical Augmentations

Augmentation	Description
Auto-Workout	Gain the natural benefits that come from working out a certain amount each day, without fatigue.
Agility	Improves agility, dexterity, contortion, balance, grace, etc.
Athletics	Improved gymnastics, stunting ability, muscle memory, tumbling, environmental awareness, etc.
Fitness	Improves endurance, stamina, reduces fatigue, restores vitality, significant upgrade to breath duration.
Immunity	Resist poisons, toxins, disease, illnesses, and other contaminants by a designated percent.
Leap	Increases jump height and distance.
Longevity	Increases natural longevity and youth, often by a significant amount.
Reactions	Reaction speed is increased. Helpful for combat reactions, dodging, etc.
Regeneration	Heal faster than normal, often by magnitudes of order.
Sleep	Reduces the need to sleep, often eliminating hours worth of sleep each night.
Speed	Run and accelerate faster, with higher top speed.
Strength	Improves strength, carry limit, force exertion, and may influence jump height.

Athletic Powers

Power	Description
Air Boost	Can push off of one (or more) solid, invisible steps after jumping into the air (like a double-jump).
Glide	Can move at a designated angle while falling, rather than falling straight down.
Inner-Propulsion	Can generate jumping force from center mass; allows side-boosting, jump while sliding or bound, etc.
Safe Landing	Can land safely from any height, and will remain upright unless intending otherwise.

Slow Fall	Can fall at a fraction of the normal speed.
Surface Grip	Can grip surfaces like lizards, allowing clinging to walls, much faster scaling, etc.
Vertical Move	Can treat vertical surfaces as though they are ground, as long as contact is retained.
Wall-Running	Can run along walls as though running on ground, as long as a running speed is maintained.

Perception Powers

Power	Description
Enhanced [Sense]	One (or more) of the beast's senses improves: sight, hearing, smell, vibration awareness, taste, etc.
Detect Illusion	Beast can detect illusions, or has a higher chance of detecting illusions.
Detect Life	Can detect nearby lifeforms, including those hidden.
Magical Hearing	Beast gains a magical hearing upgrade: filter sounds, vastly extended range, precision focus, etc.
Magical Vision	Beast gains a magical vision upgrade: see through walls, 360 vision, zoom vision, etc.
Special Vision	Beast gains a special vision upgrade: dark vision, thermal vision, see auras, see energy, etc.
Tracking	Gain exceptional upgrades to tracking, such as by scent or other magical perceptions.

Defensive Powers

Name	Description
Resist Blunt	Physical blunt damage is reduced by a certain percent.
Resist [Element]	Resist a specific type of element (fire, water, electric, etc) by a certain percent.
Resist Pain	Ignore a designated percentage of pain, while still retaining awareness of it.
Resist Piercing	Physical piercing damage is reduced by a certain percent.
Shield	Beast can surround themselves in a protective shield created by a given force (air, energy, etc).

Mental Powers

Name	Description
Communication	Better at communication, understands language more clearly, telepathic expression, etc.
Companion	More friendly, cooperative, social, loyal, empathic, obedient, and overall agreeable.
Intelligence	Smarter, faster with training, more strategic and clever, improved logical assessments, etc.
Intuitive	Gains an intuitive and telepathic connection with their familiar bond.
Summoning Bond	Can sense the call or summoning of their presence from their owner.

Stealthy Powers

Name	Description
Concealment	Gains camouflage, shadow-like dampening, or other form of magical concealment.
No Tracks	Beast's tracks are magically concealed, or can avoid tracks with slight hovering ability.
Silence	Produces less noise, facilitated by magical dampening.
Transparency	Beast can become transparent, or near-invisible, generally while stationary or during very slow movement.