

# Species, Breed:, Arial Anarias, Aldarian Elf

Type: Jahtha

Class: Monster (mammal).

Align: Holy.

Gender: Female.

Level: 77<sup>th</sup>

Number encountered: 1

Experience points: 154,000

## Characteristics:

Awareness: 45

Charisma: 50

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: 50

Mental-strength: 140

Strength: 24

Wisdom: 90

## Movement:

Flying: 54

Grounded: 18

Swimming: 6

Luck: 300

Oxygen-points: 198

Blood-points: 141

### Attack descriptions:

G.M.: It is your duty to choose the methods in which a Jahtha will deal with mankind. Arial Anarias is a Healer; she does not use weapons for the shedding of blood.

Defense: 100

Offense: 100

Damage-Points: Roll 3-D20 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 01+ to have 1-D100 x7,000

Bronze: 01+ to have 1-D100 x6,000

Silver: 01+ to have 1-D100 x5,000

Electrum: 01+ to have 1-D100 x4,000

White-gold: 01+ to have 1-D100 x3,000

Yellow-gold: 01+ to have 1-D100 x2,000

Black-gold: 01+ to have 1-D100 x1,000

Treasure item(s):

Common: 1-D20 +6 x8

UnCommon: 1-D20 +5 x7

Rare: 02+ to have 1-D20 +4 x6

Legendary: 02+ to have 1-D20 +3 x5

Note:

Arial Anarias will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

99% chance of having 5-D20 Artifacts

99% chance of having 5-D20 Enchanted Armors

99% chance of having 5-D20 Enchanted Items

99% chance of having 5-D20 Enchanted Weapons

99% chance of having 5-D20 Magic Armors

99% chance of having 5-D20 Magic Weapons

99% chance of having 5-D20 Oracles

99% chance of having 5-D100 random Gems.

99% chance of having 5-D20 random Special Gems.

99% chance of having 5-D20 Relics

# Description:

**Annihilation Strike?:** Yes, though Arial Anarias's annihilation strike will not kill, but will render one unconscious.

## Description:

**Eye color:** Amethyst-blue.

**Eye shape:** Medium-sized and slanted (as is the physical appearance of the Aldarian Elf).

**Hair color:** Gold. Full and wavy, waist-length.

**Height:** 6'-0"

**Skin color:** Beige.

**Skin texture:** As an elf.

**Posture:** Biped (like an animal with two feet).

**Weight:** 150 lbs.

**Dislikes:** The Unholy and Evil attitude.

**Disposition:** Arial Anarias is the Jahtha of Healing and is the highest ranking of all Healers. She is kind, yet quick to anger. She supports all of her healers, yet rarely shows herself to them. She uses servants for spreading her word and law.

**Fears:** Nothing.

**Habitat:** Plane of Seven Havens.

**Immunities:** Annihilation-strike, Beguile, Charm (though she can be legitimately charmed by another through charismatic checks combined with loyalty), Consciousness, Death, Disease, Faith, Fear, Gases, Pain, Poison (all types), Shock, Sickness, Stun, Sudden-death.

**Life-span:** Unknown

**Likes:** The kindness of mankind. She especially takes notice of those who risk their lives for the cause of good.

**Needs:** Unknown.

**Note:** Arial carries, wears, and uses the following treasure items:

R-30 Maiden Healing Sword

**Powers**

Elixir 10/day: Restores to health one damaged, mutilated, or severed body-part. 3 turns to cast.

Life 10/moon: Brings one creature back to life. No chance for Dithinoth to reclaim creature. 5 turns to cast.

Numb Pain 1/turn: Will cause all wounds or hurts to be numbed completely. Pain will fade in one turn.

Purification 1/turn: Will cause one creature, or one 300' x 300' area to be purified; cleansed from virus impurities.

Relieve Disease/Sickness 10/day: Will instantly relieve all forms of disease and/or sickness. 2 turns to cast.

Stop Bleeding 1/turn: At a mere touch of this blade, all wounds a creature is suffering from will instantly stop bleeding.

Protection Cloak

**Powers**

Damage-resistance: 91% of all forms of damage will be negated. Example: Physical, Mental, and Spiritual.

Extra Life 1/day: Brings wearer back to life if slain. No Dithinoth check.

Retribution: Attacker takes 30% of all damages that is in effect inflicted upon the wearer of this cloak.

**Special Abilities: Holy Summoning:** Arial Anarias can summon one random holy creature to aid her per 10 turns (50 seconds). To successfully summon a Holy creature, a successful avoidance-roll vs. "Magic" must be rolled (no luck can be used). This ability is an instant invocation, which will not interrupt anything she is doing presently (whether it be physical, mental, or spiritual). The Holy creature which will come to her aid will appear in 1-D4 turns.

**Modification-Points:** Arial Anarias will have modification-points as follows:  $3\text{-D}20 + 9$  (for level 0), and then  $2\text{-D}6 + 1$  modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points will be used to know all healing abilities and spells.

With the modification-points that remain, the GM will purchase Shaman and Mystic abilities and spells, divine favors and trade-skills with the modification-points that remain. All prerequisites must be met for building this Jahtha.

**Special Defenses: Resistances:** This creature has the following resistances:

Ability: 50%

Characteristic: 50% chance of characteristic drain attacks having no effect.

Control PET or STEED: 90% chance of this avoidance-roll automatically working.

Cursed Effect: 50%

Enchantment: 50%

Illusion: 50%

Magic: 90%

Manipulation (mental): 90%

Manipulation (physical): 90%

Manipulation (spiritual): 90%

Mental-attack: 90%

Mind Alteration: 90%

Nature: 50%

Paralysis: 50%

Petrification: 50%

Sleep: 50%

Spiritual-attack: 90%

Stun: 50%

**Special Offenses: Charismatic Lure:** Hearers focus on Arial's words, unable to interrupt unless Mental-Strength is 80+, in which an avoidance-roll vs. "Mental-attack" can be attempted in order to break away from her voice, freeing themselves of her hold. If a hearer remains within hearing range, they must avoid vs. "Mental-Attack" to break away from her voice every 10th turn to remain free of its hold.

**Susceptibilities:** It is said, according to ageless legend, Arial Anarias was once the wife of Tyruss, the Jahtha of War before he became Tyruss The Conqueror. When he became a ruthless Warlord, Arial withdrew from him, pleading for him to cease his path to war once last time, for she loved him. But he did not choose her. And now, to this day, it is said that within her lies a deep sadness for the Tyruss she once loved.

**Weapon susceptibility:** R-30 (enchanted or better) weapon to harm.