

Species, Breed:, Ryagg (Chaos)

Type: Jahtha

Class: Enchanted (Mammal).

Align: Good (Chaotic).

Gender: Male.

Level: 67th

Number encountered: 1

Experience points: 210,000

Characteristics:

Awareness: 75

Charisma: 48

Constitution: 110

Coordination: 60

Dexterity: 60

Intelligence: 120

Mental-strength: 120

Strength: 100

Wisdom: 100

Movement:

Flying: 63

Grounded: 21

Swimming: 7

Luck: 550

Oxygen-points: 360

Blood-points: 270

Attack descriptions:

R-30 Chopping Long Sword of Chaos: 3

Damage: 1-D20 x4 x5 damage for an offensive attack-roll 30 points higher than the defender's roll. Example:
If Ryagg strikes an opponent with a 140 offensive roll, and his opponent rolls a 110 (or lower) defensive roll, Ryagg's blade will cause 1-D20 x4 damage. Then you will times that damage by 5.

Range: 2 spaces (10')

Attack type: Sharp

See: "Special Offenses".

Defense: 100

Offense: 100

Damage-Points: Roll 1-D100 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x1,000

Bronze: 02+ to have 1-D100 x1,000

Silver: 02+ to have 1-D100 x1,000

Electrum: 02+ to have 1-D100 x1,000

White-gold: 02+ to have 1-D100 x1,000

Yellow-gold: 02+ to have 1-D100 x1,000

Black-gold: 02+ to have 1-D100 x1,000

Treasure item(s):

Common: 02+ to have 1-D100

UnCommon: 04+ to have 1-D100

Rare: 08+ to have 4-D20

Legendary: 16+ to have 2-D20

Note:

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

80% chance of having 1-D20 x2 Artifacts

80% chance of having 1-D20 x2 Enchanted Armors

80% chance of having 1-D20 x2 Enchanted Weapons

80% chance of having 1-D20 +3 Oracles

80% chance of having 1-D100 x 50 random Gems.

80% chance of having 1-D20 x2 random Special Gems.

80% chance of having 1-D20 +3 Relics

Ryagg will always have and use his items.

Description:

Annihilation Strike?: Yes.

Description: Ryagg has the appearance of a very proud and stern-looking man. His eyes are incredibly penetrating and hold a seriousness within them, which is somewhat contradictory to his actions.

Eye color: Black.

Eye shape: Sharply slanted and very keen, as if he can see through you.

Hair color: Black.

Height: 6'-4"

Skin color: Black.

Skin texture: As a human.

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

Weight: 200 lbs.

Dislikes: Unbalance. See: "Note".

Disposition: Ryagg is the Ruler of Chaos. He may seem contemptuous, demented and maniacally driven, but there are significant designs whispering a thousand truths within his mind. He is not so out of control as one would think him to be, though deeply insane he seems.

Fears: The unbalance of all things.

Habitat: Dimension of Chaos. Ryagg has created this realm for himself, into which only he alone can take another into and out of. The problem with taking another into his realm is the insanity his abode penetrates the mind with. If a person or creature is brought to the Dimension of Chaos, he or she must pit his or her mental-strength vs. an unseen force, which presses in upon the mind. In actuality, that person will be pitting mental-strength against him or herself. If successful, the Dimension of Chaos will have no power over that person or creature's mind for 72 hours (every 7th day in this dimension will demand a re-roll). However, if failed, incredibly powerful and believable hallucinations will grip the mind, and will cause waking dreams to occur in which that person or creature will begin living scenes of other lives, thinking them to be real (GM, present these hallucinations as if presenting a normal game. All the while this is occurring, that person or creature will be stationary, unmoving). Even though these are hallucinations of the mind, there will be a 50% chance that something in each and every hallucination will become real.

Immunities: Fear, Mental-attack (only chaos-base abilities and spells).

Life-span: Immortal. Ryagg is forever in the prime of his life, yet he can be slain.

Likes: Balance. See: "Note".

Needs: Unknown.

Note: In the beginning of years, and in the youth of Utaemia, there was a soul needed to challenge order, so that order could be identified and established. He was assigned to do this task forever if mankind was to survive. Ryagg hated the weight of this position, but having a deep devotion and love for mankind and creatures and plants alike, in all their forms, he willingly submitted himself to this title. Thus the mantle and power of chaos was bestowed upon him in one moment, which overwhelmed him, smiting him into silence for the first epoch (10,000 years) of his reign as the "Jahtha of Chaos".

During the endurance of the second epoch he wept and fought against the anguish that he knew he would soon cause. It was as if he was paying for all of what he would cause in the future beforehand.

The third epoch he groaned under the weight of it all and began to stand up to his position, seeing order overcoming all the kingdoms of the earth. No one knew happiness, for there was no sorrow. No one knew joy, for there was no pain.

Hope in the hearts of mankind began to fade.

Thus he witnessed mankind begin to be in a state of mindless array. Order, happiness, joy was not yet considered as part of life . . . for there was not the opposite. Thus Ryagg began to see that all were in a state of existence only; there was no purpose in their lives. They could not see what he witnessed, for they could not judge it for themselves.

At the dawn of the 4th epoch Ryagg began to see the purpose of his task. And as he comprehended fully the weight of all their void existence, and as he began to exorcize his powers of opposite-order, he experienced some souls, those with pure and good hearts and minds begin to struggle against his powers.

Thus the balance upon the earthen plane was born, and mankind began to perceive right from wrong, order from chaos . . . and the wisdom to discern both was born.

Hope was born into the world, and in this he secretly took pleasure. Thus the game of order and chaos began. He finally knew and comprehended his role, which at first he had shunned and neglected. His part that was needed, lest all things should perish in ignorance.

In the 5th epoch of his reign Ryagg was accomplished and diverse in his design. Some he set into chaos to challenge order, to stir within the heart and minds of all valiant creatures a need to find peace and happiness. Thus Ryagg began to coax many into wakening dreams of dreamless chaos. Some embraced the darkness of it, but most yearned for the light or order. Wars began, and blood spilled upon the lands. But Ryagg knew that by doing what he at first abhorred to the order of his soul, a balance would always remain.

As Ryagg fully took on the weight of his calling, he was accepted into, and became one of the members of, The Council of The Seven Fates, honored by the six who would not take on the task he had accepted. He was welcomed fully into their circle.

Special Abilities: Chaotic Fantasy: Ryagg will pit his INTELLIGENCE with his foe (single roll check). If he wins the contest of intelligence, Ryagg will have the power to effect his intended victim for 10 years.

Area of effect: One creature.

Duration: 10 years.

Effect time: 3 turns (15 seconds).

Immunities: None.

Needed preparation: Only that Ryagg has a sentient creature to cast it upon.

Range: Creature must be in plain sight.

Resting time: None.

Time to invoke Chaotic Fantasy: 1 turn. This is invoked without the use of hands and words.

When Ryagg invokes this enchantment upon his target, he will create scenes that his prey must live. All experiences lived while under this enchantment will be half real, half dream. In actuality, while this power is upon its victim, he or she will think that nothing out of the ordinary is occurring. He or she may think that he or she is dreaming. But strange happenings will begin to occur, and while in the midst of these waking dreams of half lies, he or she will actually be sleeping away the years, protected by the very hand of Ryagg.

Ryagg will usually assign a dream in which his prey will be given, or find, an amulet. This amulet is given to each person which Ryagg sends into Chaotic Fantasy.

Amulet description:

Small chain-links of solid black-gold, upon which sets a flat amulet of like material. The amulet itself is a warped series of twisting black snakes, each with two 1/8 scale rubies for eyes. This amulet has one significance: While wearing this amulet, Ryagg can hear the wearer if he so desires. This is how he keeps track of his quarry after using them.

While slipping into this dream-trance, the victim will see 12 seasons pass before his or her eyes. This represents 3 years time in which Ryagg is preparing an "adventure" for his quarry. This is the first 3 years. The next four years are the living dreams in which Ryagg's victim will live an adventure not soon to be forgotten.

At the end of the living dreams, the victim will again slip into the dream-trance state witnessing 12 seasons pass before his or her eyes. This will be the end, and the victim of Chaotic Fantasy will be released.

The object of Ryagg's design is to cause such a twist of events that his victim, once released from this powerful enchantment, will not believe anything he or she lives, disbelieving his or her life is actually real.

When a victim fails to avoid Ryagg's enchantment, he has the power to bring them to any location. This is why he waits until there are no outsiders to witness and investigate his victim's disappearance, Ryagg is cunning. He is very careful in the way he spins his chaotic design.

Example:

"While within Chaotic Fantasy, I will bring my victim back to the place I safely left her; by an gnarled, ancient oak tree. She awakens from a very strange dream. When she begins to open her eyes, I cause the illusion of the seasons, passing by at a rapid pace; spring, summer, winter, fall, spring, summer, winter, fall. Two more revolutions, and I am satisfied. I slow the changing of the seasons at an even pace until my victim presently beholds a beautiful autumn day. The sun is just setting in the horizon, creating beams of light to cascade gently down upon forest about her. She hears birds chirping, bees droning as they go about their busy lives. She sees two playful squirrels playing chase in the tree above her. How delightful she feels to be freed from the dreams. Oh, I dare say, she could be yearning for those dreams, wanting them. But I awakened her anyhow. I may just take her again one day . . . we shall see.

"She will soon notice she is covered with grass and roots, as four seasons have passed while she has set against the tree. Her armor is rusty as well as the dagger at her side, once new and unblemished. As she pulls herself free from it all, she realizes that the leather straps of her armor have rotted, easily snapping apart as she tugs to free herself from the undergrowth which has somehow managed to thickly creep into her armor. Some of her armor stays entwined within the grasses which have found their way in. Her clothes are in the same condition, and she becomes wary. How embarrassing! She is not hungry, nor is she harmed in any manner -- for she has not yet finished my game. I have taken care of her well.

She gathers herself together mentally, thinking that maybe she is yet dreaming. Eventually she finds her way

through the thickness of the forest and lands herself in the presence of a stronghold of elves. Yes, that will do nicely. I will make it good for her -- for a time, since this is still all part of my reality. She may find a friend; it could happen. Yes, I think she will find a companion to travel with; one who will be faithful to her in all her trials. But, in the end, at some point, she will sleep, and within a dream I give her, she will stir . . . and once again feel that familiar oak tree at her back. She will despair as she witnesses the seasons sliding by as she slowly opens her eyes. Oh the thoughts she will form, the mind-set she will take on; the chaos of it all . . . the desperation she will feel, mingled with a fading hope.

In the end, I will release her in the same manner as she has stirred so many times before, rarely to give her a second thought. As the years pass, once in a while, I will listen, listen to her crying in the night, as she speaks her fears to the ceiling of an inn, as if it were a long time companion. Such pleasing thoughts. And I will channel the chaos she feels, feeding from it until the end, when upon her bed, she passes beyond the mortal confines of her world."

Question: When Ryagg takes someone who is traveling with others, won't they see what is happening?

Answer: If an entire company fails to successfully pit their intelligence against Ryagg's, they will all be caught up in this enchantment as well. If one of them succeeds in resisting Ryagg, he will wait patiently until the day comes when the effected are alone . . . then he will begin his work of chaos.

Question: How is someone taken when Chaotic Fantasy takes him or her. Do they just vanish?

Answer: Yes. When a victim fails to avoid Ryagg's enchantment, he has the power to bring them to any location. That is why he waits until there are no outsiders to witness and possibly investigate his victim's disappearance, for Ryagg is cunning. He is very careful in the way he spins his chaotic webs.

Special Defenses: Chaotic Mindflay: If a mind-attack is launched upon Ryagg he will have a chance to absorb and reverse it back upon the caster. All he must do to reverse it back upon his attacker is pit his Mental-strength against him or her and win (one roll to succeed).

Chaotic Retribution: Every time Ryagg is struck, whether in the armor or the flesh, the attacker must successfully make an avoidance-roll vs. "Intelligence" (Intelligence x2 = the % chance to succeed).

FAILURE: A second avoidance-roll vs. "Enchantment" (Intelligence + Wisdom ÷ 10 (rounded down) or be subject to "Chaotic Fantasy" (See: "Special Abilities").

SUCCESS: There will be no effect, And no such checks will be further made for striking him for the remainder of the battle.

Defender of Chaos: The one who deals the death stroke to Ryagg must successfully make an "Intelligence Check" (Intelligence = % chance to avoid).

FAILURE: If the slayer fails this roll, Chaotic Fantasy will overpower him or her for its "Duration" (as stated in "Special abilities"), during which time, Ryagg will recover from his wound (which will take 1 moon (30 days). As he recovers, his would be slayer will sleep.

SUCCESS: This ability will not work for Ryagg.

Resistances: Ryagg has the following resistances:

Ability: 50%
Beguile: 50%
Charm: 50%
Consciousness: 50%
Death: 50%
Disease: 50%
Electricity: 50%
Enchantment: 50%
Faith: 50%
Fall: 50%
Fire: 50%
Gases: 50%
Illusion: 50%
Magic: 50%
Manipulation (mental): 50%
Manipulation (spiritual): 50%
Mental-attack: 50%
Mind Alteration: 50%
Pain: 50%
Paralysis: 50%
Petrification: 50%
Poison: 50% (all poisons)
Shock: 50%
Sickness: 50%
Sleep: 50%
Spiritual-attack: 50%
Stun: 50%
Tracking: 50% (being tracked).

Special Offenses: Sword of Chaos: When Ryagg strikes his opponent with this blade, a successful avoidance-roll vs. "Mental-attack" must be rolled or "The Grip of Chaos" will fall upon him or her. If this happens, a successful avoidance-roll vs. "Mental-Attack" must be rolled for every turn for 3-D10 turns, or the victim will not know friend from foe for 1 full moon.

If one is struck by Ryagg's Sword of Chaos, and the avoidance-roll vs. "Mental-attack is successful, no such roll will have to be done again for the entire battle. In other words, once the blades power fails to effect its victim, it can in no wise have further influence on him or her (for the rest of the battle).

Susceptibilities: Unknown.

Weapon susceptibility: Rank-10 (or better) enchanted weapon to harm.