

Species, Breed: Herald, Dark

Type: Jahthein

Class: Mammal (enchanted)

Align: Unholy

Gender: 01-50: Female, 51-00: Male.

Level: 61.

Number encountered: 01-90 = 1 appearing, 91-99 = 2 appearing, 00 = 12 appearing

Experience points: 30,500

Characteristics:

Awareness: 56

Charisma: 36

Constitution: 55

Coordination: 60

Dexterity: 60

Intelligence: 40

Mental-strength: 120

Strength: 60

Wisdom: 40

Movement:

Flying: 54

Grounded: 18

Swimming: 18

Luck: 300

Oxygen-points: N/A Does not have to breath.

Blood-points: 165

Attack descriptions:

1 R-30 Mandoble Unholy-Sword of Chopping Normal strike:4D10+60 2 spaces (10') Sharp Maximum strike: 4D10x5
+60

or:

Siren's Voice See: "Special abilities". Speech

Defense: 60

Offense: 60

Damage-Points: Roll 5-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: 10+ to have 1-D100 x 1,000

Black-gold: 20+ to have 1-D100 x 500

Treasure item(s):

Common: None

UnCommon: None

Rare: None.

Legendary: 10+ to have 5-D5

The following are extra checks rolled for in addition to the normal treasure rolled up:

There will be a 90% chance of Herald possessing: 1-D12 Artifacts

There will be a 90% chance of Herald possessing: 1-D12 Oracles.

There will be a 90% chance of Herald possessing: 1-D12 Relics.

Description:

Annihilation Strike?: Yes.

Description:

Females:

Height: 6'-0 "

Weight: 150 lbs.

Wing span: 18'

Males:

Height: 6'-6 "

Weight: 200 lbs

Wing span: 19 '6"

Females and Males:

Wing contour: Feathered

Skin color: Black.

Skin texture: Smooth and soft.

Hair color: Black

Hair texture: Fine and wavy

Eye color: Purple-black (eyes shine like glowing blackness).

Eye shape: As a human's, yet slightly slanted (as an elf)

Posture: Biped

Dislikes: Disobedience to character's deity. Holy creatures and people.

Disposition: The Dark Herald is a magnificent creature of terrible beauty and influence. These creatures do not interfere with the fate and lives of common mankind, so respectful are they of the frailty of the balance they could easily upset.

It takes much to provoke a herald to anger, but once their anger is kindled, it is terrible to experience.

Mostly, Heralds are observers of mankind . . . if they must interact with mortals.

Fears: Nothing

Habitat: Underworld.

Immunities: All forms of fire and lightning.

Life-span: Immortal.

Likes: Obedience to character's deity.

Needs: Serving his/her master

Note: The Dark Herald will always be a servant of a higher power. They serve a Jahtha, doing his or her bidding as commanded.

Special abilities: Life: The Herald can grant life or undead status to another 1/24 hours with no Dithinot check (see: "Dithinot" in the "Dead" section of the Creatures Book for details).

Plane Travel: The Herald can Plane Travel at will with no resting time. 3 turns (15 seconds) to invoke this ability, and he or she can take up to 61 others into another plane if they are within 61 spaces of the Herald.

Siren's voice: When the Herald uses this ability, all within hearing range must pit their mental-strength against the Herald (single roll) to escape its power. If one falls to the Siren's Voice, total obedience to the will of the herald must be followed (the command to harm or slay one's self will never be uttered by a Herald; it is strictly forbidden to command such an action).

Special defenses: A Herald's awareness checks reach into every dimension and plane of existence.

Resistances: Magic: 70%, Mental-attack: 70%, Spiritual-attack: 70%

Special offenses: Dominance: When a Herald becomes threatening, all present on the wrong side of the herald's wrath must make a successful avoidance-roll vs. "Mental-attack" or be subdued and cower. Those with a mental strength of less than 33 cannot avoid and are instantly subdued. UnHoly persons and creatures are not effected by Dominance (even if their mental-strength is not above 33).

Susceptibilities: Holy attacks (magic-resistance will not aid a Dark Herald against such attacks).

Weapon susceptibility: Rank-6 (enchanted) weapon to harm.