



## ELIKA OF THE AHURA

Medium celestial (human), lawful good

**Armor Class** 14

**Hit Points** 77 (7d10 + 30)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	16 (+3)	15 (+2)

**Skills** Acrobatics +9, History +8, Insight +10, Religion +8

**Senses** darkvision 60 ft., passive Perception 14

**Damage Resistances** necrotic, poison, radiant

**Languages** Arabic, Aramaic, Coptic, Persian

**Challenge** 7 (2,900 XP)

**Breath of Ormazd (Recharge 4-6).** Elika and up to three willing allied creatures that she can see gain the ability to spider climb between active Inscribed Names of Orzamnd.

**Carrier of Light.** Elika knows the Light cantrip. Wisdom is her spellcasting Ability for it.

**Hand of Ormazd (Recharge 5-6).** Elika transforms into light and surrounds a willing creature that she can see until the end of her next turn. If that creature moves while Elika is surrounding it, it gains the ability to move through spaces occupied by other creatures without triggering opportunity attacks. Any creature that Elika chooses within 5ft. of this movement must make a Wisdom save, DC 14, or take 2d6 points of radiant damage.

**Healing Warmth (Recharge 6).** Elika heals either herself or an allied creature that she can see for 2d6 hit points.

**Inscribe the Name.** As a bonus action, Elika may inscribe the name of Ormazd on a metal surface 2ft in diameter or bigger in light. She must be able to touch the plate to use this trait.

**Light Step (Recharge 5-6).** Elika teleports up to 30ft. to a location she can see. Any creatures that she chooses within 5ft. of her new location must make a Wisdom saving throw, DC 14, or take 2d6 radiant damage. If she so chooses, she can return to her starting position at the end of her turn. She can bring a single willing creature with her.

**Speak the Name.** As a bonus action, Elika activates the inscribed Name of Ormazd on a surface that she can see. She can have up to three inscribed names active at a time. She does not need to have inscribed the Name herself to use this trait.

**Wings of Ormazd (Recharge 6).** Elika can fly between active Inscribed Names or Orzamnd, and can carry one willing passenger with her when she uses this trait.

## ACTIONS

**Multiattack.** Elika uses Hands of Light three times.

**Hands of Light. Melee Weapon Attack:** +5 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 3) radiant damage.

## REACTIONS

**Light Hand Path (Recharge 6).** Elika teleports up to 60ft. to a location she can see. She can then grab a single willing ally of large or smaller size and teleport back to her starting position.

Princess of the Ahura people and scion of a crumbling civilization, Elika was all that stood between the destruction of light and the rest of the world. She died to save everyone and her father could not let her go - he resurrected her, forced life into her, and then tried to take her captive to save her.

While fleeing, she meet rogue in the desert. Together, the two of them faced down her father and the dark god, Ahriman, that had corrupted him. They purified the fertile lands as she discovered her magic, and they faced down ancient fables and even the dark god himself.

And, in the end, Elika sacrificed herself to save the world once more.

But her Prince could not let her die.

She was now twice dead and thrice alive.

Ahriman was set free to ravage the world and devour the sun. Alive again, she and her Prince were going to have to find a new path forward before all light was gone from the world forever.

They must have succeeded. They must have.

But the story was never finished.

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### CAPTURING ELIKA OF THE AHURA

Elika is an interesting capture because she's not especially powerful on her own, but when paired with someone she can make that partner nearly unstoppable. She works best on a team as support, and she's incredibly mobile - to say nothing of the god she had behind her.

Isolating her from her allies works best.

Forcing her to empower you will be worth the trouble.

**Gathering Intel.** An actual princess, Elika is typically not hard to find. Her powers all emit a bright glowing light that makes her easy to find; the trick is in finding out who she's working with at any given time. She may be lawful good, but she's pretty cagey and willing to work with or manipulate others to get what she wants.

Where she's staying is often less important than who she's working with.

**Combat.** Elika will stay behind whoever she's working with, keeping them healthy, empowering their attacks, and moving them to advantageous positions. She prefers two-on-one fights and will try to use her powers to isolate her opponents so that she and her ally can take them down one-on-one.

She'll set up a baseline position and mark it with *Inscribe the Name*, and then use that location as her base of operations. She can run and jump to other places and mark them, too, letting her ally do the heavy fighting as she builds an interconnected web of names through which she can move her ally and herself.

She'll stay close to her ally and use *Healing Warmth* whenever necessary to keep her ally healthy, and uses *Light Step* or *Wings of Ormazd* to get in close and do damage with her *Hands of Light* before teleporting back.

She tends to target analysts and support classes, then spellcasters, and finally warriors.

If her ally falls, her primary purpose will be to grab her ally and get away.

Likewise, if she is on her own, she will do what she can to escape and find someone to help her fight. She does not like being alone.

### TRANSPORTING ELIKA OF THE AHURA

If she regains consciousness, Elika will do everything in her power to teleport away and then run. She's not good at manually escaping any sort of bindings, but she also doesn't need any components to use her magic.

She does, however, need to see where she's going.

Taking her sight away is one of the most important things one can do when transporting Elika of the Ahura; any time she can see she is going to be a problem.

### BREAKING MELISSA BERGMAN

Elika of the Ahura has faith in herself and her god. She has a deep understanding of people and a scholar's understanding of the world, in that her understanding is mostly academic.

Her studies have not prepared her for the treatment she will receive in an Irkallan Care Facility.

**Breaking Abilities.** Elika has a deep understanding of the world and an easy grace and way with people. It is perhaps not shocking that her primary abilities are her Dexterity, Wisdom, and Charisma.

**Breaking Skills.** Elika's studies have been primarily into History and Religion, and she is an expert in both faith and the causal actions of the past, the better with which to face the present and shape the future. For someone so isolated she is good at reading people, though not always at persuading them to her cause. She is, however, quick moving and hard to catch.

While breaking skills, roll a d4, where 1 is Acrobatics, 2 is History, 3 is Insight, or 4 is Religion.

If the skill being attacked is the one that shows up the die, you have discovered one of her two chosen skills and can now go about breaking it as normal.

**Breaking Background.** Elika of the Ahura's Background is either Acolyte, Cloistered Scholar, Hermit, or Noble. Roll 1d4 when attempting to break her background, where 1 is Acolyte, 2 is Cloistered Scholar, 3 is Hermit, or 4 is Noble.

If you are breaking the same background that shows up on the die, then you have discovered her background and can now go through the process of breaking her down.

**Escape.** Elika of the Ahura doesn't need any equipment to use her traits, actions, and bonus actions. She's also been dead - twice - and has no fear of being dead again. She doesn't care if she dies so long as her enemies lose.

That said, she will not casually through her life away.

Elika's goal will be to learn about her surroundings. She will believe that she isn't the only captive, or even the most powerful captive in the facility. She will attempt to learn who that captive is and where they are, and then she will try to hide inscriptions of Ormazd's name where they will do her the most good.

If she can, she will wait for the right moment to teleport out, and then she will find the most powerful person she can, free them, and ally herself with them.

Her goal will be to free as many people as possible and cause havoc, destroying the facility and freeing all prisoners. She will retreat if she must, but she will keep at least one *Inscribed Name* in the facility, preferably hidden somewhere, one she didn't use.

Then, she will gather allies and come back.

Her mobility makes her a problem: she cannot, under any circumstances, be allowed to escape.

