

HANGMAN TREE

This sinister tree looms above a field strewn with bones. Numerous leafy vines, their tips looped into nooses, hang from its branches.

HANGMAN TREE

CR 7



XP 3,200

NE Huge plant

Init +3; Senses blindsight 60 ft.; Perception +11

DEFENSE

AC 20, touch 7, flat-footed 20 (–1 Dex, +13 natural, –2 size)

hp 84 (8d8+48)

Fort +12, Ref +3, Will +5

Immune plant traits; SR 18

Weaknesses vulnerable to electricity

OFFENSE

Speed 10 ft.

Melee 3 vines +11 (1d6+7 plus grab and pull)

Space 15 ft.; Reach 15 ft.

Special Attacks constrict (1d6+7), hallucinatory spores, pull (vine, 5 feet), strangle, swallow whole (2d6+7 bludgeoning damage, AC 16, 8 hp), vines

STATISTICS

Str 25, Dex 8, Con 23, Int 7, Wis 12, Cha 10

Base Atk +6; CMB +15 (+19 grapple); CMD 24

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +11, Stealth –2

Languages Sylvan

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Hallucinatory Spores (Ex) Once per day as a standard action, a hangman tree can release a cloud of spores in a 50-foot-radius spread. Creatures in the area must make a DC 20 Will save or believe the hangman tree to be a perfectly ordinary tree—or at worst, a treant or some other friendly tree-like creature. An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. An affected creature can attempt a new Will save each round that the tree attacks an ally—if a hallucinating creature is attacked by the tree, it gains a +4 bonus on its Will save to see through the hallucination. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Vines (Ex) A hangman tree's vines are primary attacks that deal bludgeoning damage. When a hangman tree grapples a foe with its vines, the tree does not gain the grappled condition. A hangman tree that uses swallow whole transfers a pinned creature from a vine to inside its trunk.

The hangman tree prefers to lie in wait near remote forest tracks and game trails, waiting for victims to wander by. These carnivorous plants are incredibly patient, and can wait for months in a single location for food to approach. When prey does draw near, the tree's vines lash like striking snakes. The tree often uses its pull ability to hoist grappled foes 10 to 15 feet in the air so that they are out of reach of allies while they slowly strangle. The tree generally only swallows one foe whole at a time, letting its other captured victims dangle and ripen until it is ready to feed on them.

A hangman tree is 30 feet tall and weighs 12,000 pounds.



HELLCAT

This eerie beast appears to be the animated skeleton of a huge fanged cat, its bones glowing with fire and seething with smoke.

HELLCAT	CR 7
XP 3,200	
LE Large outsider (evil, extraplanar, lawful)	
Init +9; Senses darkvision 60 ft., scent; Perception +18	
DEFENSE	
AC 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural, –1 size)	
hp 85 (9d10+36)	
Fort +10, Ref +13, Will +5	
Defensive Abilities invisible in light; DR 5/good; Resist fire 10; SR 18	
OFFENSE	
Speed 40 ft.	
Melee bite +13 (1d8+5), 2 claws +13 (1d6+5/19–20 plus grab)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +13, 1d6+5/19–20)	
STATISTICS	
Str 21, Dex 21, Con 19, Int 10, Wis 14, Cha 10	
Base Atk +9; CMB +15 (+19 grapple); CMD 31 (35 vs. trip)	
Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility	
Skills Acrobatics +17 (+21 jump), Climb +17, Perception +18, Stealth +17, Survival +14, Swim +17; Racial Modifiers +4 Perception, +4 Stealth	
Languages Infernal (can't speak); telepathy 100 ft.	
ECOLOGY	
Environment any land (Hell)	
Organization solitary, pair, or pack (3–8)	
Treasure standard	
SPECIAL ABILITIES	
Invisible in Light (Su) In bright light, a hellcat has natural invisibility. In normal light, a hellcat has partial concealment (20% miss chance). In dim light, it has no concealment. In darkness, a hellcat's flickering glow limits it to partial concealment, unless the darkness is magical in nature.	

The hellcat is a devious predator native to the fiery pits of Hell. While the hellcat is not a devil itself, it often acts as a guardian or mount for devils. Some might assume that hellcats serve devils as pets, but since hellcats are as intelligent as humans, they take offense to the idea that they might be anyone's pet.

On its own, a hellcat prefers to spend its time hunting and stalking prey. While the hellcat, as an outsider, need not eat to survive, it does enjoy eating for pleasure, often leaving significant portions of its kills behind for others to find. A hellcat that enters into an alliance with a devil is often used as a sort of hunter as a result. Human mortals can use spells like *planar ally* or *planar binding* to conjure hellcats for similar purposes. Those who do so are well advised to treat the hellcat with respect, for should any master prove too haughty with his hellcat or treat it as a dumb animal, the hellcat nurtures a lasting grudge. In such instances, the hellcat goes to great lengths to plan and coordinate revenge on the spellcaster, hoping to satisfy its own pride and to provide a lesson and example to all those who would deal with their kind.

Though incapable of speech themselves, hellcats understand the Infernal tongue of their home plane, and can communicate by telepathy with any creature capable of speech. Hellcats are quick to retreat if they are clearly overmatched or up against foes they cannot reach, but they never forget prey that escapes them, and will often track potential victims and try to lead allies (including other hellcats) to them in order to make coordinated attacks or ambushes.

The hellcat is only clearly visible in dim light, at these times appearing as a skeletal dire tiger with hellish flames burning and flickering along the surface of its bones. Despite this eerie appearance, the hellcat is neither undead nor an elemental creature. The "fires" are actually its blood coursing through transparent flesh. In bright light, the hellcat's entire body fades away into obscurity, while in darkness its glowing blood is muted.

Hellcats are as large as tigers, measuring 9 feet long and weighing 900 pounds.

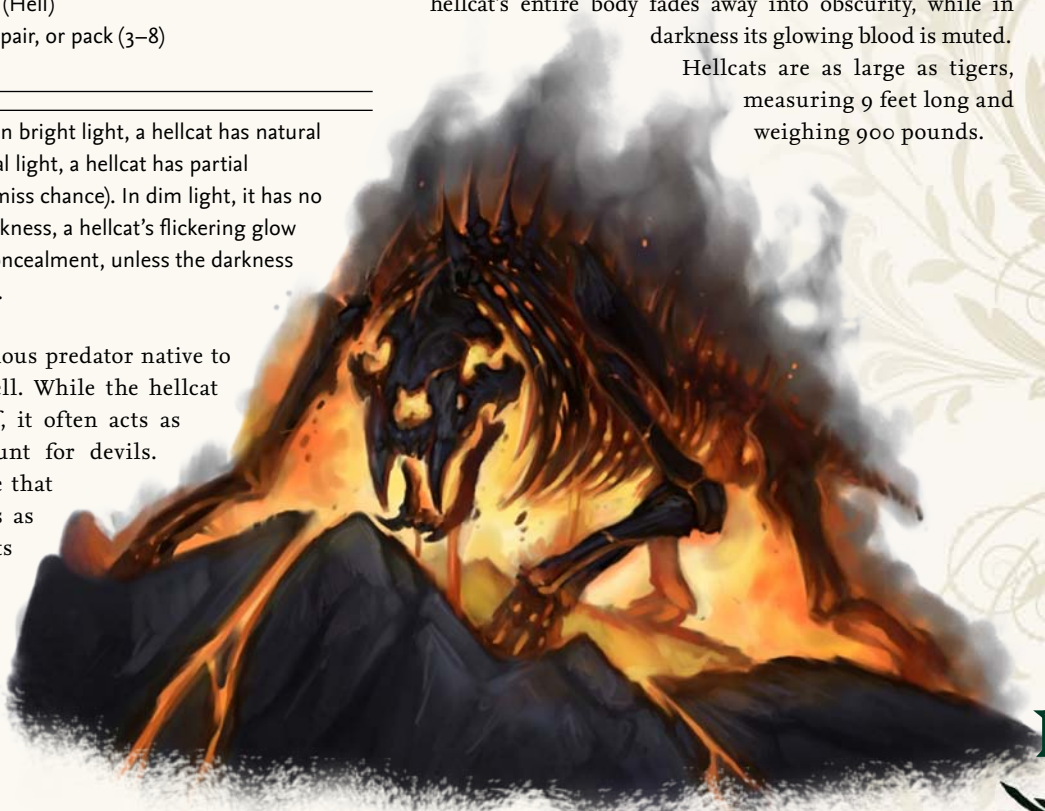





Illustration by Tyler Walpole

HERD ANIMAL, CAMEL

This somewhat irritated-looking, one-humped camel has been outfitted with a bridle and saddle.




CAMEL	CR 1	  
XP 400		
N Large animal		
Init +3; Senses low-light vision, scent; Perception +5		
DEFENSE		
AC 13, touch 12, flat-footed 10 (+3 Dex, +1 natural, -1 size)		
hp 13 (2d8+4)		
Fort +5, Ref +6, Will +0		
OFFENSE		
Speed 50 ft.		
Melee bite +4 (1d4+6)		
Special Attack spit (+3 ranged touch)		
STATISTICS		
Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4		
Base Atk +1; CMB +6; CMD 19 (23 vs. trip)		
Feats Endurance		
Skills Perception +5		
ECOLOGY		
Environment warm deserts		
Organization solitary		
Treasure none		
SPECIAL ABILITIES		

Spit (Ex) Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Camels are large, desert-dwelling herd animals noted for their stamina and ill tempers. A typical camel stands about 6 feet at the shoulder and 7 feet at the hump.

HERD ANIMAL, RAM

A formidable pair of heavy horns curls from the forehead of this sturdy, brown-and-white-furred ram.

RAM	CR 1	  
XP 400		
N Medium animal		
Init +2; Senses low-light vision, scent; Perception +6		
DEFENSE		
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)		
hp 11 (2d8+2)		
Fort +4, Ref +5, Will +2		
OFFENSE		
Speed 40 ft.		
Melee gore +3 (1d4+3)		
Special Attacks powerful charge (gore, 1d8+3)		
STATISTICS		
Str 14, Dex 15, Con 13, Int 2, Wis 14, Cha 7		
Base Atk +1; CMB +3; CMD 15 (19 vs. trip)		
Feats Improved Bull Rush ^B , Skill Focus (Acrobatics)		
Skills Acrobatics +13 (+17 jump), Perception +6; Racial Modifiers +4 Acrobatics		
ECOLOGY		
Environment temperate mountains		
Organization solitary, pair, or herd (3–30)		
Treasure none		

Rams are mountain-dwelling herd animals noted for their prominent horns.

A typical ram stands about 3 feet tall, is 5 feet long, and weighs up to 300 pounds. You can create stats for smaller, similar animals (such as goats) by applying the young creature template to a ram.




RAM COMPANIONS

Starting Statistics: Size Small; Speed 40 ft.; AC +1 natural; **Attack** gore (1d3); **Ability Scores** Str 10, Dex 17, Con 11, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision, scent.
4th-Level Advancement: Size Medium; **Attack** gore (1d4); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** powerful charge (1d8); **Bonus Feat** Improved Bull Rush.



HIPPOCAMPUS

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

HIPPOCAMPUS		CR 1			
XP 400					
N Large magical beast (aquatic)					
Init −1; Senses darkvision 60 ft., low-light vision, scent; Perception +6					
DEFENSE					
AC 12, touch 8, flat-footed 12 (−1 Dex, +4 natural, −1 size)					
hp 15 (2d10+4)					
Fort +5, Ref +2, Will +1					
OFFENSE					
Speed 5 ft., swim 60 ft.					
Melee bite +4 (1d4+3), tail slap −1 (1d4+1)					
Space 10 ft.; Reach 5 ft.					
STATISTICS					
Str 16, Dex 9, Con 15, Int 2, Wis 12, Cha 11					
Base Atk +2; CMB +6; CMD 15					
Feats Endurance					
Skills Perception +6, Swim +11					
SQ water dependency					
ECOLOGY					
Environment any water					
Organization solitary, pair, or school (3–16)					
Treasure none					
SPECIAL ABILITIES					
Water Dependency (Ex) A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.					

A hippocampus's scales vary in color from ivory to deep green to cerulean blue with shades of silver. Aquatic races such as merfolk and locathahs often train hippocampi as steeds or as draft animals used to pull cunningly designed underwater carriages. In the wild, hippocampi prefer to dwell in relatively shallow waters where their favorite food (seaweed and kelp) is more plentiful and larger predators are less common. These creatures often travel in large schools, analogous to free-roaming herds of wild horses on the surface world.

The hippocampus is relatively easily trained—the amount of work and cost it requires is equivalent to what it takes to train a horse. As armor impacts the creature's swim speed, those who train hippocampi for war rarely bother to put

barding on these creatures—when they do, they generally opt for the lightest armor, such as padded or leather barding. Mounted combat on a hippocampus is similar to fighting while riding a horse, although the hippocampus is a clumsy creature on land and cannot move at all out of the water if it has a rider weighing it down. Although a hippocampus has only two front legs, determine its carrying capacity as if it were a quadruped. Thus, a light load for a hippocampus is up to 228 pounds. Medium loads are up to 459 pounds, and heavy loads up to 690 pounds.

A number of variant species of hippocampus exist, although the majority of these species differ from the creature presented here only in color and feat choice. Common feats other than Endurance for alternative hippocampus species are Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Swim), and Toughness. A few species of hippocampus are heartier and tougher all around—these creatures are generally those found in colder waters and are known as polar hippocampi. A polar hippocampus has the advanced creature simple template. Most impressive of all are hippocampi that dwell in the deeper seas. These creatures, known as giant hippocampi, are much larger—

to generate stats for a giant hippocampus, advance the standard hippocampus to Huge size and increase its Hit Dice to 10. A giant hippocampus is CR 8.



Illustration by Andrew Hou

HIPPOGRIFF

This large, brown, horse-like creature has a hawk's wings, talons, and hooked beak.

HIPPOGRIFF

CR 2



XP 600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +9

DEFENSE

AC 14, touch 12, flat-footed 11 (+2 Dex, +1 dodge, +2 natural, -1 size)

hp 22 (3d10+6)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft., fly 100 ft. (average)

Melee bite +4 (1d6+2), 2 claws +4 (1d4+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** 19

Feats Dodge, Wingover

Skills Fly +5, Perception +9; **Racial Modifiers** +4 Perception

ECOLOGY

Environment temperate hills or plains

Organization solitary, pair, or flight (7–12)

Treasure none

The hippogriff bears the wings, forelegs, and head of a great raptor bird and the tail and body of a magnificent horse. As horses are a preferred meal for griffons, sages claim some flesh-warping wizard with an ironic sense of humor long ago created this unfortunate fusion of horse and hawk as a joke.

A hippogriff's feathers bear coloration similar to those of a hawk or an eagle; however, some breeders have managed to produce specimens with stark white or coal black feathers. A hippogriff's torso and hind end are most often bay, chestnut, or gray, with some coats bearing pinto or even palomino coloration. Hippogriffs measure 11 feet long and weigh upward of 1,500 pounds.

Territorial, hippogriffs fiercely protect the lands under their domain. Hippogriffs must also watch the skies for other predators, as they are a preferred meal of griffons, wyverns, and young dragons. Hippogriffs nest in sweeping grasslands, rugged hills, and flowing prairies. Exceptionally hardy hippogriffs make their home nestled into niches on canyon walls, from which they comb the rocky deserts for coyotes, deer, and the occasional humanoid. Hippogriffs prefer mammalian prey, yet they graze after every meal of flesh to aid their

digestion. Their dietary habits can be dangerous to both ranchers and their livestock, so ranching communities often set bounties on them. Victims of these hunts are often taxidermied, and preserved hippogriffs frequently decorate frontier taverns and remote outposts.

Far easier to train than griffons, yet easily as intelligent as horses, hippogriffs are trained as mounts by some elite companies of mounted soldiers, patrolling the skies and swooping down on unsuspecting enemies. Although they are magical beasts, if captured young, hippogriffs can be trained using Handle Animal as if they were animals. An adult hippogriff is more difficult to train, and attempts to do so follow the normal rules for training magical beasts using the skill. A hippogriff saddle must be specially crafted so as to not impact the movement of the creature's wings—these saddles are always exotic saddles.

Hippogriffs lay eggs rather than birthing live young—as a general rule, a hippogriff nest only contains one egg at a time. A hippogriff's egg is worth 200 gp, but a healthy young hippogriff is worth 500 gp. A fully trained hippogriff mount can command prices of up to 5,000 gp or more. A hippogriff can carry 198 pounds as a light load, 399 pounds as a medium load, and 600 pounds as a heavy load.



HIPPOTAMUS

This lumbering bull hippopotamus lunges out of the water and yawns wide, displaying an impressive set of tusk-like teeth.

HIPPOTAMUS

CR 5



XP 1,600

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 59 (7d8+28)

Fort +8 (+10 vs. nonmagical disease), **Ref** +5, **Will** +3

Defensive Abilities sweat

OFFENSE

Speed 40 ft.

Melee bite +8 (2d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks capsize, trample (1d8+6, DC 17)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +5; **CMB** +10; **CMD** 20 (24 vs. trip)

Feats Endurance, Imp. Initiative, Power Attack, Skill Focus (Perception)

Skills Perception +8, Stealth +1 (+11 underwater), Swim +11;

Racial Modifiers +10 Stealth underwater

SQ hold breath

ECOLOGY

Environment warm rivers

Organization solitary, pair, or bloat (3–20)

Treasure none

SPECIAL ABILITIES

Capsize (Ex) A hippopotamus can overturn a boat of its size or smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Sweat (Ex) A hippo's reddish sweat protects it from nonlethal damage from hot environments, and grants it a +2 racial bonus on saving throws against nonmagical disease.

The ill-tempered "river horse" has a well-earned reputation for hostility, despite the fact that it is a herbivore.

HIPPO COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +6 natural armor; **Attack** bite (1d8); **Ability Scores** Str 11, Dex 12, Con 12, Int 2, Wis 13, Cha 5; **Special Qualities** low-light vision, scent, sweat.

7th-Level Advancement: **Size** Large; **AC** +2 nat. arm.; **Attack** bite (2d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Ability** trample.

HIPPOTAMUS, BEHEMOTH

This immense behemoth of a hippo is larger than an elephant. Its teeth are like scimitars, and it moves with an indomitable gait.

BEHEMOTH HIPPOPOTAMUS CR 10



XP 9,600

N Huge animal

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 133 (14d8+70)

Fort +14 (+16 vs. nonmagical disease), **Ref** +8, **Will** +7

Defensive Abilities sweat

OFFENSE

Speed 50 ft.

Melee bite +17 (4d8+13/19–20 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks capsize, trample (2d6+13, DC 26)

STATISTICS

Str 29, **Dex** 8, **Con** 20, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 30 (34 vs. trip)

Feats Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +12, Stealth +2 (+12 underwater), Swim +13;

Racial Modifiers +10 Stealth underwater

SQ hold breath

ECOLOGY

Environment warm rivers

Organization solitary or bloat (2–8)

Treasure none

The behemoth hippopotamus is a true monster. Standing taller than an elephant, this animal has few enemies in the natural world—even dinosaurs and dire crocodiles avoid fights with them. Making them even more dangerous is the fact that they are practically carnivores—while not above eating plant matter, they devour carrion or foolish creatures that come too close.

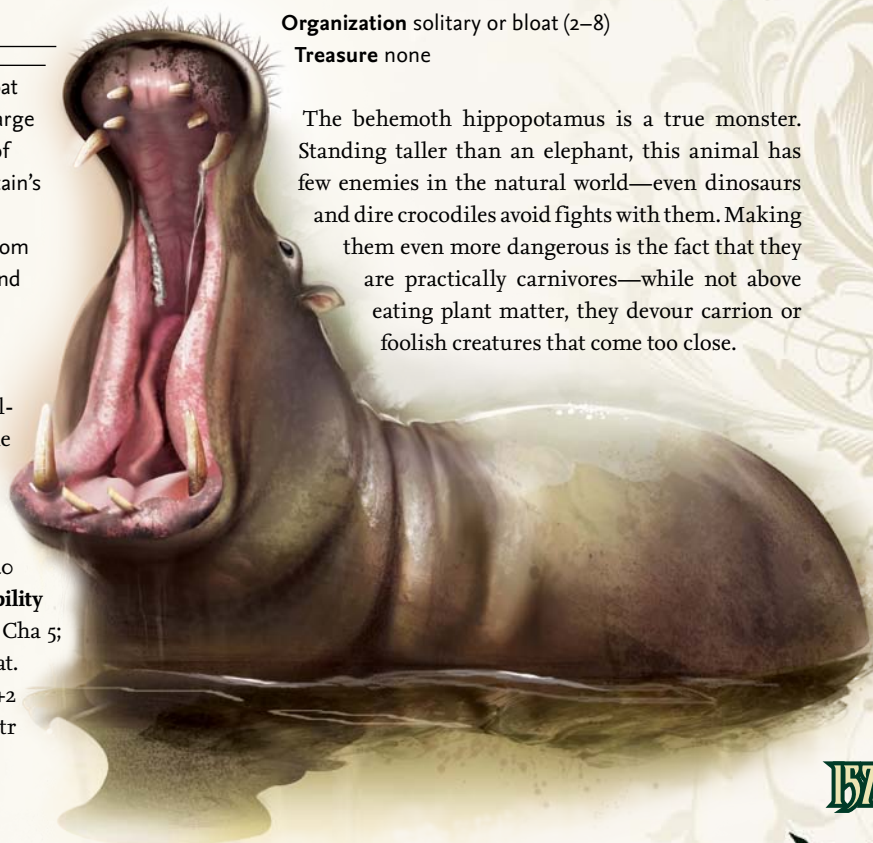


Illustration by Jorge Maese

HOUND OF TINDALOS

This gaunt, long-limbed quadruped has huge, soulless eyes and a toothy maw. The lean creature moves with a predatory grace.

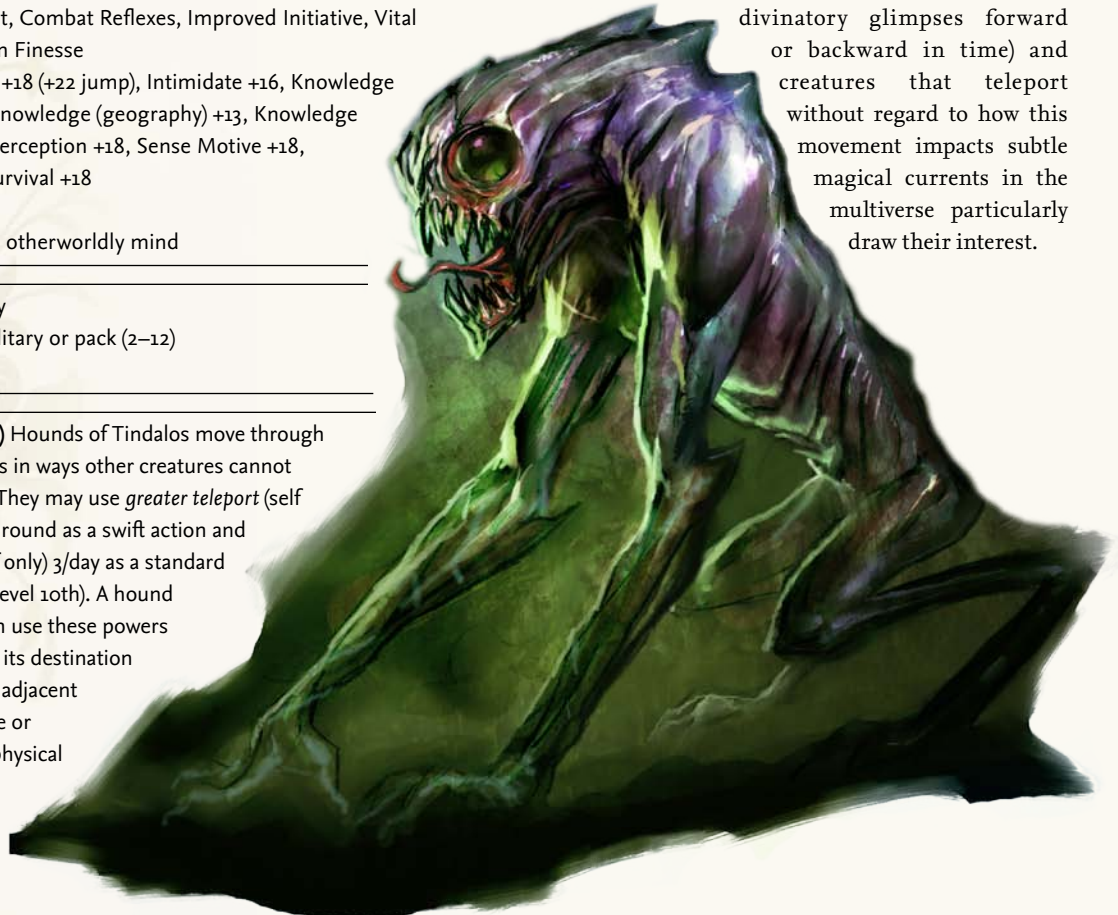
HOUND OF TINDALOS CR 7	
XP 3,200	
NE Medium outsider (evil, extraplanar)	
Init +9; Senses darkvision 120 ft.; Perception +18	
DEFENSE	
AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)	
hp 85 (10d10+30)	
Fort +10, Ref +12, Will +8	
DR 10/magic; Immune mind-affecting effects, poison	
OFFENSE	
Speed 40 ft.	
Melee bite +15 (2d6+3), 2 claws +15 (1d8+3)	
Special Attacks ripping gaze	
Spell-Like Abilities (CL 10th; concentration +13)	
Constant— <i>air walk</i>	
At will— <i>fog cloud</i> , <i>invisibility</i> , <i>locate creature</i>	
3/day— <i>dimensional anchor</i> , <i>discern location</i> , <i>greater scrying</i> (DC 20), <i>haste</i> , <i>slow</i> (DC 16)	
STATISTICS	
Str 17, Dex 21, Con 16, Int 16, Wis 21, Cha 16	
Base Atk +10; CMB +13; CMD 28 (32 vs. trip)	
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Vital Strike, Weapon Finesse	
Skills Acrobatics +18 (+22 jump), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +18, Survival +18	
Languages Aklo	
SQ angled entry, otherworldly mind	
ECOLOGY	
Environment any	
Organization solitary or pack (2–12)	
Treasure none	
SPECIAL ABILITIES	
Angled Entry (Su) Hounds of Tindalos move through the dimensions in ways other creatures cannot comprehend. They may use <i>greater teleport</i> (self only) once per round as a swift action and <i>plane shift</i> (self only) 3/day as a standard action (caster level 10th). A hound of Tindalos can use these powers anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor,	

or ceiling (as determined by the GM); temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments.

Otherworldly Mind (Ex) Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.




Ripping Gaze (Su) 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze can be defeated by damage reduction, but it bypasses DR/magic and slashing. The save DC is Charisma-based.

Hounds of Tindalos are otherworldly predators from beyond the bounds of known reality, usually appearing only when summoned by reckless spellcasters. Little is known about their nature outside of blood-spattered notes and deranged writings of the nearly insane survivors of their attacks. Although possessed of great cunning and cruel intellect, the hounds show no evidence of understanding or communicating with mortals. They enter the physical world on their own in pursuit of those who have trodden too much the netherways beyond time and reality—time travelers (be it physical travel or simply divinatory glimpses forward or backward in time) and creatures that teleport without regard to how this movement impacts subtle magical currents in the multiverse particularly draw their interest.



HOWLER

This vile predator has a hide as thick and tough as leather. Wicked ebony quills run from its head, tail, and back.

HOWLER	CR 3	  
XP 800		
CE Large outsider (chaotic, evil, extraplanar)		
Init +6; Senses darkvision 60 ft.; Perception +13		
DEFENSE		
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)		
hp 37 (5d10+10)		
Fort +6, Ref +6, Will +3		
Defensive Abilities quill defense		
OFFENSE		
Speed 60 ft.		
Melee bite +8 (1d8+4), quills +3 (1d4+2 plus pain)		
Space 10 ft.; Reach 5 ft.		
Special Attacks howl		
STATISTICS		
Str 18, Dex 15, Con 15, Int 6, Wis 14, Cha 11		
Base Atk +5; CMB +10; CMD 22		
Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)		
Skills Acrobatics +10 (+22 jump), Climb +12, Perception +13, Stealth +6		
Languages Abyssal (cannot speak)		
ECOLOGY		
Environment any land (Abyss)		
Organization solitary or pack (2–4)		
Treasure incidental		
SPECIAL ABILITIES		
Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 12 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based. <i>Howler Howl:</i> Curse—howl; save Will DC 12 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.		
Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened		

until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

Quill Defense (Ex) Any creature that strikes a howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

The howler is a native to the Abyss, an Outer Plane where madness is the norm and cruelty is expected and often rewarded. The howler prowls these Abyssal realms, serving the role of a hungry predator like a lion or tiger, save for the fact that the typical howler is much more intelligent than a big cat. Worse, howlers have little interest in eating their prey—they need not feed to live, but rather enjoy the process of stalking, mauling, and killing living creatures. In a way, the act of inflicting intense pain and madness upon mortal life is what fills a howler's life instead of the desire to feed.

The howler's mane of razor-sharp quills makes it a poor choice of mount for most creatures, but it serves quite well as a guardian or sentinel—especially for outsiders, who may not enjoy the creature's constant howling, but aren't adversely affected by the supernatural sounds. When a howler sees prey, the tenor of its howls changes—howlers cannot speak, but they can use their howls to communicate quite a bit of information if required. They understand the Abyssal tongue, and when serving demons as guardians, their howls can not only alert their masters to the presence of intruders, but also to their number, appearance, and weaknesses.

A howler is about the size of a tiger—12 feet from snout to tail and weighing 6,000 pounds. They are normally pale in color, with darker quills and milky eyes.



Illustration by Tyler Walpole

IFRIT

This muscular, fiery-skinned man has flaming hair and spotted horns upon his brow.

IFRIT

CR 1/2



XP 200

Ifrit sorcerer 1

N Medium outsider (native)

Init +3; Senses darkvision 60 ft.; Perception -2

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 8 (1d6+2)

Fort +1, Ref +3, Will +0

Resist fire 5

OFFENSE

Speed 30 ft.

Melee scimitar +0 (1d6/18-20)



Bloodline Spell-Like Abilities (CL 1st; concentration +4)

6/day—elemental ray (1d6 fire)

Ifrit Spell-Like Abilities (CL 1st; concentration +4)

1/day—burning hands (DC 14)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—burning hands (DC 15), mage armor

o (at will)—acid splash, detect magic, flare (DC 14), prestidigitation

Bloodline elemental (fire)

STATISTICS

Str 10, Dex 16, Con 12, Int 13, Wis 6, Cha 17

Base Atk +0; CMB +0; CMD 13

Feats Eschew Materials^B, Martial Weapon Proficiency (scimitar)

Skills Bluff +7, Knowledge (arcana) +5, Spellcraft +5

Languages Common, Gnome, Ignan

SQ bloodline arcana, fire affinity

ECOLOGY

Environment any land

Organization solitary, pair, or gang (3-5)

Treasure NPC gear (scimitar, other treasure)

SPECIAL ABILITIES

Fire Affinity (Ex) Ifrit sorcerers with the elemental (fire) bloodline

treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

Ifrits are humans whose ancestry includes beings of elemental fire, such as efreet. Ifrits have pointed ears, red or mottled horns on the brow, and hair that flickers and waves as if it were aflame.

All ifrits are at some level pyromaniacs. Adoring fire in all its forms, they tend to be passionate and quick to action, with a predilection for striking first in any conflict—a trait which keeps them alive but doesn't make them a lot of friends. Ifrits generally seek out the company of either less-powerful minions who can be browbeaten into following orders, or calm, cool individuals who can balance the ifrits out.

IFRIT CHARACTERS

Ifrits are defined by class levels—they do not possess racial Hit Dice. Ifrits have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Wisdom: Ifrits are passionate and quick, but also impetuous and destructive.

Darkvision: Ifrits can see in the dark up to 60 feet.

Spell-Like Ability: *Burning hands* 1/day (caster level equals the ifrit's total Hit Dice).

Energy Resistance: Ifrits have fire resistance 5.

Fire Affinity: See above.

Languages: Ifrits begin play speaking Common and Ignan. Ifrits with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, and Terran.

INEVITABLE

Originally invented and forged in the Outer Planes by the axiomites (see page 36), inevitables are living machines whose sole purpose is to seek out and destroy agents of chaos wherever they can.

During the height of the first war between law and chaos, while the Outer Planes were still forming from the raw chaos of the primal reality, inevitables were constructed by the axiomites as an unflinching army—soldiers powerful and devoted enough to march on the madness-inducing hordes of proteans who sought to unmake reality and return it all to the primal chaos they so adored. While this war has long since cooled to a simmer, and the reality of the Outer Planes is now not so easily threatened by the entropic influence of the proteans and their home plane, the defense of the axiomites' home plane remains the inevitables' primary goal. Despite the proteans' subsequent adaptation and study of how best to make themselves more resistant to the inevitables' attacks, these constructed soldiers remain imposingly effective.

Today, many inevitables—almost all of those encountered on the Material Plane—pursue a new aspect of their original mission: tracking down those who flagrantly flout the forces of law and redeeming them or, more often, eliminating the threat they present to the ordered nature of the multiverse. Matched on the side of chaos by the manipulative imentesh proteans, new inevitables awake to find themselves locked in a proxy war, knowing that losing the Material Plane to chaos would place their masters in a dangerous position.

Genderless, incorruptible, and caring nothing for power or personal advancement, inevitables are cunning and valiant shock troops in the service of law. Though they regularly interact with their creator race on their home plane, they have no society of their own, and are almost always encountered singly on other planes, each more than capable of pursuing its own mission. These individual crusades range from enforcing important or high-profile contracts and laws to forcibly correcting those mortals who would seek to cheat death. How they deal with the guilty varies according to the transgression: sometimes this means a simple *geas* or *mark of justice* to ensure that the target works to right his wrongs or never again strays from the path of law, but just as often an offense worthy of an inevitable's attention is severe enough that only immediate execution will suffice. Such decisions are not always popular—for the kindly priest who transcends mortality and the freedom fighter who battles the evil-yet-rightful king are every bit as guilty as grave-robbing necromancers and demon-worshippers—but the inevitables are always just, and few dare stand in the way of their

judgment. Those inevitables who have completed a given mission often wander through whatever society they find themselves in, seeking other lawbreakers worthy of their ministrations. Brave souls with a worthy cause are always welcome to approach an inevitable and present their case, but should be wary of invoking the help of such powerful, single-minded beings—for an inevitable may not see the situation the same way they do, and though all inevitables do their best to preserve innocent life, they're not above sacrificing a few allies or innocents in an effort to bring down a greater villain.

Physically, inevitables often have humanoid forms or aspects, but their bodies appear somewhere between clockwork constructs and fine statues in the greatest classical tradition. Constructed of stone, adamantite, and even more precious materials, each inevitable is brought to sentience in the axiomites' forges already programmed with the details of its first target. Though they know that all beings outside of the lawful planes harbor chaos in their hearts, inevitables also understand that such conflicted creatures may yet be forces for law as much as for chaos, and thus overlook all but the most flagrant offenses. The most commonly recognized types of inevitables are as follows.

Arbiters: Scouts and diplomats, often assigned to wizards as familiars in the hopes of directing such individuals to the cause of law.

Kolyaruts: Cloaked and stealthy humanoid warriors who track and punish those who break contracts.

Lhaksharuts: Juggernauts who search for permanent breaches and links between planes and invasions from one dimension to another.

Maruts: Towering beings of stone, steel, and storm who bring a fitting end to those mortals who try to cheat death in attempts to live forever.

Zelekhtuts: Winged, centaur-like constructs who track down those who flee just and legal punishment, returning them to their rightful judges or carrying out the sentence themselves.

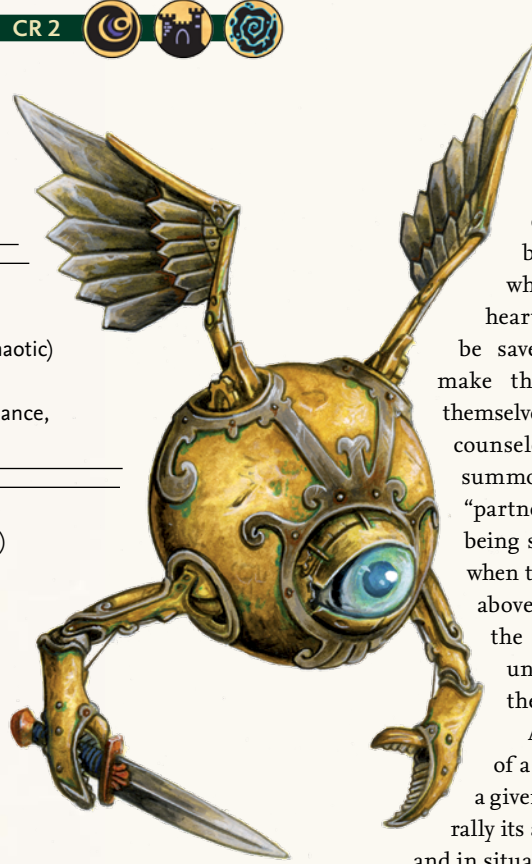
PRIMAL INEVITABLES

While the lhaksharuts are generally thought of as the most powerful caste of inevitable, there exist others of even greater skill and strength—these are known as the primal inevitables. These goliaths were among the first weapons of war forged by the axiomites to fight the protean menace—the methods to create more have long been lost to the axiomites, and those few primals who remain alive to this day have become legendary. None have been encountered in living memory, but the possibility of a primal's emergence is enough to give the proteans second thoughts when ideas of invading the inevitables' home plane arise.

INEVITABLE, ARBITER

A sphere of bronze and copper set with a single eye, this winged creature has two clawed hands, one of which clutches a knife.

ARBITER	CR 2
XP 600	
LN Tiny outsider (extraplanar, inevitable, lawful)	
Init +3; Senses darkvision 60 ft., detect chaos, low-light vision; Perception +5	
DEFENSE	
AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)	
hp 15 (2d10+4); regeneration 2 (chaotic)	
Fort +5, Ref +3, Will +3	
Defensive Abilities constant vigilance, constructed; SR 13	
OFFENSE	
Speed 20 ft., fly 50 ft. (average)	
Melee short sword +7 (1d3/19–20)	
Space 2-1/2 ft.; Reach 0 ft.	
Special Attacks electrical burst	
Spell-Like Abilities (CL 2nd; concentration +4)	
Constant— <i>detect chaos</i>	
3/day— <i>command</i> (DC 13), <i>make whole</i> , <i>protection from chaos</i>	
1/week— <i>commune</i> (CL 12th, 6 questions)	
STATISTICS	
Str 11, Dex 16, Con 14, Int 11, Wis 11, Cha 14	
Base Atk +2; CMB +3; CMD 13	
Feats Flyby Attack, Weapon Finesse ⁸	
Skills Diplomacy +7, Fly +12, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +16	
Languages truespeech	
SQ locate inevitable	
ECOLOGY	
Environment any	
Organization solitary, pair, or flock (3–14)	
Treasure none	
SPECIAL ABILITIES	
Constant Vigilance (Su) An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.	
Electrical Burst (Ex) An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is Constitution-based.	



Locate Inevitable (Su) An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

Stealthy, observant, and frequently persuasive, arbiter inevitables are the scouts and diplomats of the inevitable race. Found throughout the multiverse in courts and on battlefields, arbiters keep a close eye on the forces of chaos and do their best to keep the lawful from straying, while simultaneously winning over the hearts and minds of those who might yet be saved. Though their assorted abilities make them extremely useful, arbiters see themselves less as servants than as advisers and counselors, preferring to ride around on their summoners' shoulders and help guide their "partners" on the path of law. They detest being summoned by chaotic individuals, and when teamed with such a creature, they aren't above using Diplomacy to try to influence the summoner's friends or refusing to undertake actions that seem contrary to their programming.

An arbiter who comes across evidence of a significant insurgence of chaos upon a given plane does everything in its power to rally its allies against the dangerous instability, and in situations that are clearly beyond its ability to handle, it may refuse to continue onward until the group agrees to help it reach the nearest greater inevitable and make a full report, or else may travel to Utopia itself and present its urgent information in person.

Arbiters typically bear the shapes of tiny clockwork spheres with shiny metal wings. Generally peaceful unless combating true creatures of chaos, arbiters prefer to cast *protection from chaos* on their allies and use *command* to make opponents drop their weapons and run. Their most powerful weapon, the ability to release their internal energy as a deadly burst, is reserved for dire need and battles of the utmost service to law, as the resulting period of darkness while they're powered down is the only thing that seems to truly scare the tiny automatons.

An arbiter inevitable can serve a spellcaster as a familiar. Such a spellcaster must be lawful neutral, must be at least caster level 7th, and must have the Improved Familiar feat. Arbiter inevitables measure 1 foot in diameter but are surprisingly heavy, weighing 60 pounds. Their ability to fly on metal wings is as much a supernatural ability as a physical one.

INEVITABLE, ARBITER-INEVITABLE, KOLYARUT

INEVITABLE, KOLYARUT

Beneath its cloak, this man-shaped creature appears to be part statue and part metallic machine.

KOLYARUT

CR 12



XP 19,200

LN Medium outsider (extraplanar, inevitable, lawful)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 158 (12d10+92); regeneration 5 (chaotic)

Fort +14, **Ref** +10, **Will** +11

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 23

OFFENSE

Speed 30 ft.

Melee +2 *bastard sword* +20/+15/+10 (1d10+8/19–20), slam +13 (2d6+3) or

2 slams +18 (2d6+6)

Spell-Like Abilities (CL 12th; concentration +15)

At will—*discern lies* (DC 17), *disguise self*, *enervation*, *fear* (DC 17), *hold person* (DC 16), *invisibility* (self only), *locate creature*, *suggestion* (DC 16), *vampiric touch*

3/day—*hold monster* (DC 18), *mark of justice*, quickened *suggestion* (DC 16)

1/week—*geas/quest*

STATISTICS

Str 22, **Dex** 19, **Con** 23, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +18; **CMD** 32

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (*suggestion*)

Skills Diplomacy +22, Disguise +22, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; **Racial**

Modifiers +4 Diplomacy, +4 Disguise

Languages truespeech

ECOLOGY

Environment any

Organization solitary, pair, or inquisition (3–6)

Treasure standard (+2 *bastard sword*, other treasure)

Kolyaruts are enforcers of bargains, traveling to the very edges of the planes in order to punish oath-breakers and see that contracts are kept. They care little for the terms of the agreements in question, only that promises are fulfilled, debts are paid, and balance is maintained.

Least conspicuous of the inevitables, even in their natural form, kolyaruts are the size of tall humans, though they weigh far more because of their composition.

Capable of using both *invisibility* and *disguise self* to pass completely unnoticed through humanoid lands, kolyaruts most frequently appear as cloaked warriors bearing finely crafted bastard swords, allowing others to chalk up any metallic noises to the clanking of hidden armor until the moment when they pull back their hoods and let their quarries look upon their mechanical faces, understanding only too late the nature of the mysterious strangers.

Perhaps because their missions can be the murkiest and most open to interpretation, kolyaruts are by far the most talkative of the inevitables, naturally possessing a courtly grace and an encyclopedic knowledge of social customs, which they use both to assist them in gathering information on their targets and in issuing challenges (or executing dignified sentences) on the battlefield. Though naturally as solitary as their kindred, kolyaruts are occasionally content to let members of other races tag along and assist them in achieving shared goals, though they have little problem abandoning or even exploiting these “comrades” if it brings them closer to fulfilling their mission.



Illustration by Tyler Walpole

INEVITABLE, LHAKSHARUT

This six-armed creature appears to be made of stone. Its lower torso is a collection of whirring rings of metal.

LHAKSHARUT	CR 20
XP 307,200 LN Huge outsider (extraplanar, inevitable, lawful) Init +5; Senses darkvision 60 ft., <i>detect chaos</i> , <i>detect magic</i> , low-light vision, <i>true seeing</i> ; Perception +34 Aura shield of law (DC 23)	
DEFENSE	
AC 36, touch 18, flat-footed 35 (+4 deflection, +1 Dex, +5 insight, +18 natural, –2 size) hp 337 (22d10+216); regeneration 10 (chaotic) Fort +25, Ref +12, Will +22 Defensive Abilities constructed; DR 15/chaotic; Immune energy spells; SR 31	
OFFENSE	
Speed fly 60 ft. (perfect) Melee +2 <i>wounding spear</i> +32/+27/+22/+17 (3d6+17/x3 plus 1 bleed), +2 <i>wounding longsword</i> +32 (3d6+12/19–20 plus 1 bleed), +2 <i>wounding morningstar</i> +32 (3d6+12 plus 1 bleed) or 4 slams +30 (2d8+10) Ranged 2 energy bolts +21 (10d6 energy) Space 15 ft.; Reach 15 ft. Special Attacks cunning reflexes, multiweapon mastery, <i>wounding weapons</i> Spell-Like Abilities (CL 22th; concentration +27) Constant— <i>detect chaos</i> , <i>detect magic</i> , <i>shield of law</i> (DC 23), <i>true seeing</i> At will— <i>dispel magic</i> , <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>sending</i> 3/day— <i>dictum</i> (DC 22), <i>dimensional anchor</i> (DC 19), <i>dimensional lock</i> (DC 23), <i>disintegrate</i> (DC 21), <i>dismissal</i> (DC 20), <i>greater scrying</i> (DC 22), <i>plane shift</i> (DC 20), <i>wall of force</i> 1/day— <i>imprisonment</i> (DC 24)	
STATISTICS	
Str 31, Dex 13, Con 26, Int 14, Wis 21, Cha 20 Base Atk +22; CMB +34; CMD 50 (can't be tripped) Feats Blind-Fight, Combat Expertise, Combat Reflexes, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike Skills Fly +30, Intimidate +30, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (planes) +27, Perception +34, Sense Motive +30, Spellcraft +24; Racial Modifiers +4 Perception Languages truespeech SQ perfect prediction	
ECOLOGY	
Environment any	

Organization solitary

Treasure double (+2 longsword, +2 spear, +2 morningstar, other treasure)

SPECIAL ABILITIES

Cunning Reflexes (Ex) A lhaksharut uses its Wisdom modifier, rather than its Dexterity modifier, to determine how many additional attacks of opportunity it gains with the Combat Reflexes feat. For most lhaksharut inevitables, this benefit equates to 5 additional attacks of opportunity per round.

Energy Bolt (Su) A lhaksharut can fire bolts of elemental energy from two of its six arms—it never wields weapons in these hands. These attacks have a range increment of 100 feet and deal 10d6 energy damage of the inevitable's choice (acid, cold, electricity, or fire, chosen for each bolt as it is thrown). It can throw two bolts of energy as a standard action, and cannot attack with these hands when it makes weapon or slam attacks with its other limbs.

Immunity to Energy Spells (Ex) A lhaksharut is immune to any spell or spell-like ability with the acid, cold, electricity, fire, or sonic descriptor that allows spell resistance.

Multiweapon Mastery (Ex) A lhaksharut never takes penalties on its attack rolls when fighting with multiple weapons.

Perfect Prediction (Su) A lhaksharut gains an insight bonus to AC equal to its Wisdom bonus.

Wounding Weapons (Su) Any weapon wielded by a lhaksharut gains the *wounding* weapon quality as long as it remains in the creature's grasp.

A typical lhaksharut is a six-armed construct that appears to be made of a mix of metals and stone. Where a human would have legs, it instead possesses a complex orb of spinning rings similar in shape to an orrery—it is this whirling machine that grants the lhaksharut the ability to fly. Though a lhaksharut has huge, metal wings, they serve as little more than stabilizers when it's in flight. Four of the construct's arms end in functional hands that it normally uses to carry a mix of weapons. The lhaksharut's lower two arms hold large, flaming metal spheres in their hands—it uses these spheres to generate elemental bolts of energy that it can hurl great distances to damage foes.

Lhaksharuts are tasked with maintaining the separation between different planes of reality, especially the elemental planes. They do not concern themselves with petty trespasses by visitors from one plane to another, nor even the occasional creation of a pocket plane or hijacking of a chunk of one reality to serve as a base within another. What does trouble a lhaksharut is anything that represents a permanent link between planes, or an effort by the denizens of one plane to invade and conquer another. They often find themselves in conflict with the machinations of powerful outsiders who seek to create beachheads on other planes to serve as launching pads for massive incursions.

When possible, a lhaksharut enforces the separation of planes through the simple expedient of smashing any device that creates a dangerous breach, or killing any creature that seems determined to mix or blend realities. The inevitable does not care why such infractions occur, and is often deaf to any excuse suggesting even a temporary linking of planes is a good idea. However, while singled-mined, a lhaksharut is not mindless or incapable of reason. They are emotionless, but can be negotiated with if a problem cannot be solved by smashing and killing violators.

Rarely, a lhaksharut can even be convinced that maintaining a planar link is important enough to let the gate stand, if only temporarily. In such cases, the lhaksharut always volunteers to guard the portal until the time comes to shut it down. These arrangements must include a detailed explanation on how a desired course of action will directly lead to meeting the lhaksharut's goal. Only when facing the most overwhelmingly powerful foe does a lhaksharut agree to assist in a task not related to its primary function, and then only to win allies to help it achieve success in an area where the lhaksharut has already met with failure. Even if convinced to undertake such an alliance, a lhaksharut is likely to insist its mission be accomplished first. A creature of pure order, a lhaksharut is incapable of defaulting on a promise made in good faith, but it is aware that not all creatures are so bound. If for some reason the needs of its allies must be put first, a lhaksharut insists on guarantees that its allies will meet their commitments to it once they have what they want.

In combat, a lhaksharut uses its speed and mobility to get close to targets. A lhaksharut sees groups as imperfect machines, and knows that the best way to overcome them is to disrupt their smooth functioning. While creatures able to directly harm the inevitable are dealt with if necessary, it much prefers to first eliminate healers, scouts, and shield-bearers before tackling powerful fighters or spellcasters. A lhaksharut cannot be taunted or baited into changing its course of action—it is completely emotionless and only cares about the efficiency of its battle plan. It also fights without care for its own

survival, trusting that either its regeneration will restore it to life, or a new inevitable will be created to replace it.

When unaware of a threat to the sanctity of the division of the planes, and not threatened, a lhaksharut can be a surprisingly good conversationalist. They are as likely to be found floating through a void as maintaining any kind of stronghold. Lhaksharuts are aware that the domains they wish to patrol are too vast to be directly viewed with any efficiency. Some lhaksharuts thus forge networks of informants who can patrol the many planes, and send word to the inevitable to alert it of any apparent breaches. The constructs have no other need for the treasure that they gather from transgressors, and sometimes even pay for tips that might lead to a planar infraction. Anyone who might prove to be a valuable informant is treated with respect, and may even be able to gain insights into the planes from the lhaksharut's vast knowledge on the subject, as long as questions never wander into the dangerous territory of combining two planes.



INEVITABLE, MARUT

This humanoid is mostly hidden behind plates of elaborate golden armor, the spaces in between revealing flesh of black stone.

MARUT

CR 15



XP 51,200

LN Large outsider (extraplanar, inevitable, lawful)

Init +3; **Senses** darkvision 60 ft., low-light vision, *true seeing*;

Perception +26

DEFENSE

AC 30, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +17 natural, -1 size)

hp 214 (16d10+126); regeneration 10 (chaotic)

Fort +16, **Ref** +8, **Will** +13

Defensive Abilities constructed; **DR** 15/chaotic; **SR** 26

OFFENSE

Speed 30 ft.

Melee 2 slams +27 (2d6+12 plus 3d6 electricity or sonic and blindness or deafness)

Space 10 ft.; **Reach** 10 ft.

Special Attacks fists of lightning and thunder

Spell-Like Abilities (CL 16th; concentration +23)

Constant—*air walk*, *true seeing*

At will—*dimension door*, *fear* (DC 21), *greater command* (DC 22), *greater dispel magic*, *mass inflict light wounds* (DC 22), *locate creature*

1/day—*chain lightning* (DC 23), *circle of death* (DC 23), *mark of justice*, *wall of force*

1/week—*earthquake* (DC 25), *geas/quest*, *plane shift* (DC 22)

STATISTICS

Str 35, **Dex** 16, **Con** 23, **Int** 12, **Wis** 17, **Cha** 24

Base Atk +16; **CMB** +29; **CMD** 43

Feats Ability Focus (fists of lightning and thunder), Awesome Blow, Combat Casting, Dodge, Improved Bull Rush, Improved Vital Strike, Power Attack, Vital Strike

Skills Diplomacy +26, Intimidate +26, Knowledge (planes) +20, Knowledge (religion) +20, Perception +26, Sense Motive +22, Survival +22; **Racial**

Modifiers +4 Perception

Languages truespeech

ECOLOGY

Environment any

Organization solitary, pair, or patrol (3–5)

Treasure none

SPECIAL ABILITIES

Fists of Lightning and Thunder (Su) A marut's fists strike with the power of a thunderstorm. For any given slam attack, a marut can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of electricity damage, and the resulting flash blinds the target for 2d6 rounds (Fortitude DC 26 negates the blindness). A thunder attack deals an additional 3d6 points of sonic damage, and the resulting thunderclap deafens the target for 2d6 rounds (Fortitude DC 26 negates the deafness). The save DCs are Constitution-based.

Behemoths of onyx and golden armor, maruts shake the ground when they walk, each thunderous step ringing a death knell for those they've come to take. Rarely seeming to hurry, a marut's onslaught is deliberate, purposeful, and relentless. Its quarry may impede it or flee, running for decades or centuries, but from the initial meeting onward, the target must always look over its shoulder with the knowledge that, like death itself, the marut is ever at its heels, slowly but surely approaching, bringing balance through inevitable oblivion.

Maruts primarily target those mortal souls who have artificially extended their lifespans beyond what is feasible for their race, such as liches and other powerful magic users. Extraordinary but natural means of cheating death are sometimes also punished, such as the magistrate who murders an entire starving town to save himself, or those who foresee their own deaths via divination magic and are therefore able to avoid them.

Although they are capable of speaking eloquently in any language, and frequently gather vast amounts of information from those who are intimidated by their mere presence, maruts rarely engage in conversation or strategic alliances with mortals. Even on the battlefield, the juggernauts prefer to remain silent, knowing that their targets are already aware of their own transgressions and that all mortals secretly harbor dreams of immortality.



INEVITABLE, ZELEKHUT

This creature looks like a mechanical centaur. Golden, clockwork wings sprout from its back, and its arms end in barbed chains.

ZELEKHUT

CR 9



XP 6,400

LN Large outsider (extraplanar, inevitable, lawful)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, -1 size)

hp 115 (10d10+60); regeneration 5 (chaotic)

Fort +10, **Ref** +8, **Will** +10

Defensive Abilities constructed; **DR** 10/chaotic; **SR** 20

OFFENSE

Speed 50 ft., fly 60 ft. (average)

Melee 2 chains +17 (2d6+7 plus 1d6 electricity and trip)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*true seeing*

At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 17), *hold person* (DC 16), *locate creature*

3/day—*hold monster* (DC 18), *mark of justice*

1/week—*lesser geas* (DC 17)

STATISTICS

Str 25, **Dex** 20, **Con** 16, **Int** 10, **Wis** 17, **Cha** 17

Base Atk +10; **CMB** +18; **CMD** 34 (38 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (chain), Vital Strike

Skills Acrobatics +18 (+26 jump),

Diplomacy +16, Fly +16, Perception +20,

Sense Motive +20, Survival +16; **Racial**

Modifiers +4 Perception, +4 Sense Motive

Languages truespeech

SQ chains

ECOLOGY

Environment any land (lawful plane)

Organization solitary

Treasure none

SPECIAL ABILITIES

Chains (Ex) A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit.

Zeলেখuts are bounty hunters and executioners all rolled into one. They seek out those beings who continually evade justice—either through active flight, or

through power and station—and bring law and justice to the multiverse's most notorious fugitives and criminals.

Ironically, while zeলেখuts are implacable and unrelenting in their duty, they have little interest in passing judgment of their own, a fact that often confuses other races. Rather, a zeলেখut is content to enforce the laws of any given society, and while it might hunt a condemned serial killer or notorious thief across half a dozen planes, it will not shift a single hoof to capture a corrupt ruler whose offenses are 10 times worse, so long as the atrocities are within her technical rights as ruler. All zeলেখuts understand that laws can and must differ from place to place, and it is not the zeলেখut's job to moralize, merely to track down those who seek to flee their punishment.

