Rite Publishing Presents

Faces of the Tarnished Souk: Arhanoht, the Iron Gavel







By Matt Banach and Justin Sluder



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Faces of the Tarnished Souk: Arhanoht, the Iron Gavel

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Dedication: To Clinton Boomer and Jonathan McAnulty -For bringing us the *Coliseum Morpheuon*.

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Arhanoht, the Iron Gavel

Once serving zealously as an archangel of the highest planes of order, Arhanoht suffered a devastating fall from grace but now works to redeem himself as a respected arbiter of the streets. Strolling through the aisles of the Tarnished Souk wearing only the tattered robes of a wandering monk, the ironbodied inevitable's tattooed, well-muscled form and expressionless face-plate make him an intimidating sight. Possessing both the ability to extract the unvarnished truth and the might of arms necessary to enforce his judgments, he has a reputation as both an incorruptible judge and a relentless inquisitor.

While he humbly professes that his only goal is to see justice done, Ahranoht secretly burns like a brand with a selfish desire to regain the full measure of his righteous power and regain the love of the powers who originally cast him out of the lawful realms. When dealing with others, he maintains the dispassionate calm of a wizened master, speaking in a steely tone that, despite its evenness, hints at his willingness to commit violence if required.

In addition to being an accomplished loremaster in every subject, Arhanoht knows a great deal about both past and recent crimes of the Coliseum Morpheuon, such guilt-ridden knowledge gleaned from either informants or his own interrogations.

The mere scent of burning incense from Arhanoht's ever-swinging censer (itself a potent weapon) is enough to silence the clamor of the Tarnished Souk - a reaction of fear, respect, and the prudent choice of many not to run their mouths while inconveniently within the arbiter's aura of truth. Rather than resent Arhanoht's unsanctioned assumption of authority within his domain, the Khan of Nightmares humors and permits Arhanoht to unofficially adjudicate disputes in the Tarnished Souk. The Khan feels so secure because he long ago tricked Arhanoht into swearing an oath never to raise a hand against the Khan nor enter the Chimeric Amphitheater - a secret, shameful limitation that Arhanoht avoids talking about but will nonetheless never lower himself by breaking.

Dreamburning and Arhanoht

(*None*): Ahranoht's dreams shattered into a million pieces when he fell from the lawful realms and crashed, badly broken, into the Slumbering Sea. He has no dreams, per the Dream-Barren trait.

In the Tarnished Souk

The Shrine of Law Ironclad is a modest blackwood pagoda on the edge of the Tarnished Souk,

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set in the midst of a large flagstone training yard where monk disciples meditate, practice martial arts, or read – sometimes doing all three at once. Inside the pagoda's paper walls are spartan living accommodations and furniture, completely overshadowed by high shelves overflowing with books and scrolls. Arhanoht rarely holds court or receives guests on the property, preferring to ask his questions and render his judgments on the streets and in public squares.

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Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 Arhanoht is a unique kolyarut, an inevitable from the planes of law. He acts as judge of the Souk.

DC 20 He is an inquisitor, a monk, an exemplar of his kind, a suzerain (natural leader), and a time seer. He says, "Truth is like smoke. It rises from the ashes of the worldly."

DC 25 He is a fearless hand-to-hand combatant and is extremely durable. He is an irresistible interrogator due to his spells and his constant aura of truth.

DC 35 His insights into the future are fallible, suffering from conflicting visions. He is most vulnerable to chaotic adamantine weapons.

DC 40 He was broken and cast out of the lawful planes for obsessing about the uncertainties of the future instead of the realities of the present and past. Other inevitables believe that, as a time seer, he will one day become chaotic.

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How To Use Arhanoht, the Iron Gavel

- Arhanoht is a force for order in the otherwise lawless and cutthroat Tarnished Souk. He punishes oathbreakers and settles disputes for those who don't wish to draw the cruel attention of the Khan of Nightmares or his Hounds, who care little about right and wrong. But GMs should roleplay his great power with restraint – only the Khan is the Khan.
- After a public brawl near a café, the PCs are accused of "violating the sanctity of a meal" – one of the few taboos of the island. Arhanoht arrives to judge and penalize them, and will be more severe if they resist.
- Arhanoht can preside over other courtroom-type drama, with the PCs involved as advocates, witnesses, culprits, or just spectators: broken promises and contract disputes between merchants, slavers, benefactors, or gladiators; a hungry urchin caught stealing bread (Arhanoht is pitiless); argument over the emancipation of oneirobound slaves; etc.

Arhanoht, the $\operatorname{Iron} \operatorname{Gavel}$ CR 21

XP 409,600

Exemplar suzerain time seer lesser kolyarut inquisitor 13/monk 3

LN Medium outsider (extraplanar, inevitable, lawful) Init +22; Senses darkvision 40 ft., low-light vision, detect alignment, detect chaos, discern lies; Perception +39 Aura truth

Defense

AC 49, touch 34, flat-footed 49 (+8 armor, +8 Dex, +2 dodge, +6 natural, +1 shield, +14 Wis)

hp 485 (24 HD; 8d10+16d8+277); regeneration 5 (chaotic)

Fort +32, Ref +22, Will +36; +2 vs enchantment Defensive Abilities constructed, dauntless courage, enhanced durability, evasion, stalwart, uncanny dodge; DR 10/adamantine and chaotic; SR 22

Offense

Speed 50 ft.

Melee Hammer of Justice +31/+31/+26/+21/+16 (1d10+19/19-20) or 2 slams +27 (1d8+10) or flurry of blows +25/+25/+20/+15/+10 (1d6+10)

Special Attacks flurry of blows, greater bane, judgment 5/day, second judgment, stunning fist (8/day, DC 27)

Inevitable Spell-Like Abilities (CL 11th; concentration +19)

Constant-detect chaos

- At will-cause fear (DC 19), invisibility (self only, can't move), locate creature, ray of enfeeblement (DC 18)
- 3/day-discern lies (DC 21), forced repentance* (DC 21), hold person (DC 20), suggestion (DC 20)
- 1/day-blood biography* (DC 20), hold monster (DC 22), mark of justice

1/week-aeas/auest

Time Seer Spell-Like Abilities (CL 24th; concentration +32)

At will-augury

1/day-true strike, vision

Inquisitor Spells Known (CL 18th; concentration +32)

5th (4/day)-flame strike (DC 29), righteous might

- 4th (6/day)-denounce* (DC 28), freedom of movement, greater brand* (DC 28), spell immunitu
- 3rd (7/day)-cure serious wounds, dimensional anchor, dispel magic, retribution* (DC 27), seek thoughts* (DC 27)



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2nd (9/day)-bloodhound*, confess* (DC 26), follow aura*, see invisibility, silence (DC 26)

- 1st (9/day)-alarm, cure light wounds, divine favor, expeditious retreat, shield of faith, tireless pursuit*
- o (at will)-brand* (DC 24), detect magic, guidance, light, read magic, sift*

Jactics

Before Combat Arhanoht attempts to reason wisely, then tries to intimidate those who challenge his logic (or are disrespectful). If in public, he casts denounce to turn the crowd against his opponents. He casts righteous might before entering melee.

During Combat Arhanoht singles out the leader of a group, or the most vocal member, seeking to make an example of them. He activates the concealing smoke effect of Hammer of Justice and his inquisitor judgments. He attacks repeatedly with Hammer of Justice, making a Whirlwind Attack if he can strike 3 or more opponents, and casting *flame strike* if pressed or as a brutal finishing move.

Morale If reduced below 100 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, then using his invisibility spell-like ability.

Statistics

Str 30, Dex 26, Con 30, Int 24, Wis 38, Cha 26 Base Atk +17; CMB +28 (+32 disarm, trip); CMD

59 (61 vs. disarm, trip)

Feats Additional Traits* (dream-barren, killer), Combat Expertise, Combat Reflexes^B, Dodge^B, Extended Bane, Extra Cohort, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Improved Unarmed Strike^B, Lasting Judgment, Lookout^{B*}, Mobility, Leadership^B, Outflank^{B*}, Shielded Caster^{B*}, Spring Attack, Stunning Fist^B, Swap Places^{B*}, Whirlwind Attack

Skills Acrobatics +29, Diplomacy +33, Intimidate +39, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +33, Perception +39, Sense Motive +45, Stealth +29, Survival +35; Racial Modifiers +4 Diplomacy, +4 Intimidate, +5 Knowledge (all), +5 Spellcraft to identify spells being cast

Languages truespeech (tonques, CL 18th)

SQ born to lead, change self (medium humanoid; alter self), conflicted vision, cunning initiative, customizations, domain (Knowledge), enchanting presence, fast movement, inspiring example, maneuver training, monster lore, perfect health, preternatural knowledge, solo tactics, stirring speech, teamwork feats, track +6

Gear Hammer of Justice, greater bracers of determination, rags of resistance +5 (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 36) or they are unable to intentionally lie. The save DC is Wisdom-based.

Cunning Initiative (Ex) Arhanoht adds his Wisdom bonus on initiative checks, in addition to his Dexterity modifier.

Customizations (Ex) Arhanoht is a powerful, one of a kind creature. His cracked adamantine skin grants him DR 10/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Detect Alignment (Sp) At will, Arhanoht can use detect chaos, detect evil, detect good, or detect law, but only one of these at any given time.

Discern Lies (Sp) Up to 13 rounds each day, as an immediate acation, Arhanoht can discern lies, as the spell. These rounds need not be used consecutively.

Domain Arhanoht has all Knowledge skills as class skills, and can use the lore keeper (DC 42) ability of the knowledge domain as a 13th-level cleric.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -22 hit points, and does not die until reduced below -54 hit points.

Greater Bane (Su) As a swift action, Arhanoht can

imbue one of his weapons with the bane weapon special ability for up to 27 rounds each day that need not be used consecutively. He can change the target of the bane ability as a swift action. Unlike regular *bane*, this ability deals +4d6 damage.

Judgments (Su) As a swift action, Arhanoht gains one of the following abilities, and can switch abilities as a swift action once per round. These abilities end as soon as combat ends.

Destruction Arhanoht gains a +5 sacred bonus on all weapon damage rolls.

Healing Arhanoht gains fast healing 5.

- Justice Arhanoht gains a +3 sacred bonus on all attack rolls.
- Piercing Arhanoht gains a +5 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.
- Protection Arhanoht gains a +3 sacred bonus to Armor Class, +6 against attack rolls to confirm critical hits.
- Purity Arhanoht gains a +3 sacred bonus to all saving throws.

Resiliency Arhanoht gains DR 3/lawful.

- Resistance Arhanoht gains resist 10 to either acid, cold, electricity, fire, or sonic damage.
- Smiting Arhanoht's weapons count as magic for the purpose of bypassing damage reduction.

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Monster Lore (Ex) Arhanoht gains his Wisdom modifier on all Knowledge skill checks in addition to his Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

Second Judgment (Ex) Whenever Arhanoht uses his judgment ability, he selects two different judgments, instead of one. This only consumes one use of his judgment ability. As a swift action, he can change one of these judgments to another type.

Solo Tactics (Ex) For the purpose of gaining the benefit of his teamwork feats, Arhanoht's allies are treated as possessing the same teamwork feats as him. This ability does not actually grant his allies any bonuses from these feats.

Stalwart (Ex) Arhanoht can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if Arhanoht is wearing light armor, medium armor, or no armor. He does not gain the benefit of the stalwart ability while unconscious.

Stern Gaze (Ex) Arhanoht gains a +6 morale bonus to all Intimidate and Sense Motive skill checks.

Teamwork Feats Arhanoht has gained four teamwork feats as bonus feats. Fourteen times each day, as a standard action, he can change Shielded Caster, gaining a different teamwork feat.

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*See the Pathfinder Roleplaying Game Advanced Player's Guide.

New Feats

Extended Bane

Your dedication knows no limits. Your wrath dies hard.

Prerequisite Bane class feature.

Benefit Add your Wisdom bonus to the number of rounds per day that you can use your bane ability.

Extra Cohort

You have an additional trusted companion that acts as a counterpart to your other cohorts.

Prerequisite Leadership

Benefit You gain an additional cohort from your Leadership feat. The maximum level of this cohort is four levels below your own level. It otherwise gains experience and levels using the normal cohort rules.

Jasting Judgment

Your judgments do not end immediately.

Prerequisite Judgment class feature

Benefit At the end of a combat in which you have used a judgment, your judgment continues to grant you its bonuses for 15 minutes. If a new combat starts within this time, your original judgment still ends 15 minutes after the last combat stopped. If you invoke a new judgment while your old judgment is active, your old judgment ends.

New Magic Items

Bracers of Determination (Greater)

Aura strong conjuration; CL 16th

Slot wrists; Price 100,000 gp; Weight 1 lb. Description

Wearers of these bracers gain a +8 armor bonus to armor class. Additionally, once per day when the wearer falls unconscious, the bracers automatically provide a breath of life spell.

Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, breath of life, mage armor; Cost 50,000 gp

Bracers of Determination (Jesser)

Aura moderate conjuration; CL 10th

Slot wrists; Price 40,000 gp; Weight 1 lb. Description

These bracers grant their wearer a +4 armor bonus to armor class. Additionally, once per day when the



wearer falls unconscious, the bracers automatically provide a cure critical wounds spell.

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Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, cure critical wounds, mage armor; Cost 20,000 gp

Hammer of Justice

Aura strong evocation [lawful] and strong necromancy; CL 20th

Slot none; Price 255,010 gp; Weight 10 lbs. Description

This single sphere +4 axiomatic mithral meteor hammer of speed is possessed of an unintelligent will obsessed with punishing lawbreakers. Against any chaotic creature, or any creature the wielder knows to have broken an oath, contract, or law within the past month, the hammer inflicts an immediately activated mark of justice on a successful critical hit.

This meteor hammer is specially constructed to function as a thurible – a hanging censer for burning holy incense. While incense may be burned normally, at any time the wielder may, as a free action, cause this weapon to emit an even thicker white smoke. This white smoke functions as obscuring mist, does not hinder the wielder's vision, grants the wielder concealment (20% miss chance), and gives the wielder the ability to see invisibility (as the spell) so long as

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the invisible creatures are in the area of the smoke. Construction

Requirements Craft Magic Arms and Armor, haste, mark of justice, obscuring mist, order's wrath, see invisibility, creator must be lawful; Cost 130,010 gp

Meteor Hammer: This exotic two-handed melee weapon is one or two spherical weights attached by a 10-foot chain. You whirl the weights and wrap them around an opponent's body. If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer rather than knocking her prone. You may use this weapon in two different ways: in meteor mode you use it as a double weapon, and in fortress mode you cannot use it as a double weapon but gain a +1 shield bonus to AC. Switching between these two modes is a free action decided at the start of your turn. A meteor hammer with only a single sphere can only be used in fortress mode.

Meteor hammer: Cost 10 gp; Damage 1d8(S), 1d10(M); Critical 19-20/x2; Ranged -; Weight 10 lbs.; Type B; Special reach, trip

Traits

Dream-Barren Dreams cannot be degraded or sacrificed to affect you. Those who attempt to steal your dreams fail, become dazed for one round, and

suffer a -3 penalty to Will saves for one hour. You do suffer the not usual penalties for having no dreams.

Killer You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or find vile pleasure in such a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

Order of the Iron Gavel

In his fully repaired and most powerful form, Arhanoht is the leader of a devout group of monastics who dream of heaven in terms of perfect law and order and revere him as an enlightened master. They operate out of a monastery located near the Halls of Painted Heaven out on the Slumbering Sea, but the order also staffs a smaller "mission" to the Coliseum Morpheuon through a modest shrine and dojo in the Tarnished Souk. The day to day operations of the monastery are overseen by Maester Brother Luven d'Torth (LN male aasimar sorcerer 17) and the local shrine and dojo is run by Maester Sister Airn Morud (LN female tiefling oracle 17), both of whom are cohorts of the Iron Lord himself. The rest of the order is composed of monks, inquisitors, paladins, clerics, wizards, and a few other classes (135 1st-level, 13 2ndlevel, 7 3rd-level, 4 4th-level, 2 5th-level, 2 6th-level). Members of the order take turns missioning to the Tarnished Souk as arbiters, clerks, and bailiffs, assisting Arhanoht in keeping the peace, calmly proselytizing the virtues of law, and adjudicating disputes. Arhanoht refrains from bringing his entire order to the Coliseum Morpheuon all at once, but maintains regular contact with the monastery through magical communication and travel.

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Arhanoht, The Dented Judge

CR^{12}

XP 19,200

Broken exemplar time seer lesser kolyarut inquisitor 5/monk 3

LN Medium outsider (broken, extraplanar, inevitable, lawful)

Init +17; Senses darkvision 40 ft., low-light vision, detect alignment, detect chaos, discern lies; Perception +25 Aura truth

Defense

AC 38, touch 29, flat-footed 38 (+4 armor, +7 Dex, +2 dodge, +4 natural, +1 shield, +10 Wis)

hp 293 (16 HD; 8d10+8d8+149); regeneration 5 (chaotic)

Fort +22, Ref +14, Will +24; +2 vs enchantment

Defensive Abilities constructed, enhanced durability, evasion, uncanny dodge; DR 8/adamantine and chaotic; SR 20

Offense

Speed 45 ft.

Melee +2 meteor hammer of speed +19/+19/+14/+9 $(1d_{10}+6/19-20)$, or 2 slams +17 $(1d_{8}+4)$

Special Attacks bane, flurry of blows, judgment 2/day, stunning fist (6/day, DC 27)

Inevitable Spell-Like Abilities (CL 10th; concentration +14)

Constant-detect chaos

- At will-cause fear (DC 15), invisibility (self only, can't move), locate creature, ray of enfeeblement (DC 14)
- 3/day-discern lies (DC 17), forced repentance* (DC 17), hold person (DC 16), suggestion (DC 16)

1/day-blood biography* (DC 16), hold monster (DC 18), mark of justice

1/week-geas/quest

Time Seer Spell-Like Abilities (CL 15th; concentration + 19)

At will—augury

1/day-true strike, vision

Inquisitor Spells Known (CL 10th; concentration +20)

2nd (5/day)-bloodhound*, confess* (DC 21), follow aura*

1st (7/day)-cure light wounds, divine favor, expeditious retreat, tireless pursuit*

o (at will)-brand* (DC 19), detect magic, guidance, light, read magic, sift*

Jactics

Before Combat Arhanoht attempts to reason wisely, then tries to intimidate those who challenge his logic (or are disrespectful), possibly using suggestion to suggest a peaceful resolution.

During Combat Arhanoht singles out the leader of a group, or the most vocal member, seeking to make an example of them, using his bane ability and inquisitor judgments. He alternates between Stunning Fist attacks and full attacks with his meteor hammer.

Morale If reduced below 60 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, then using his *invisibility* spell-like ability.

Statistics

Str 28, Dex 24, Con 27, Int 18, Wis 31, Cha 18 Base Atk +13; CMB +22 (+24 trip); CMD 50 (52 vs. trip)

Feats Additional Traits* (dream-barren, killer), Combat Expertise, Combat Reflexes^B, Dodge^B, Extended Bane, Improved Disarm, Improved Trip, Improved Unarmed Strike^B, Lasting Judgment, Mobility, Outflank^B, Spring Attack, Stunning Fist^B

Skills Acrobatics +16, Diplomacy +17, Intimidate +19, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +19, Perception +25, Sense Motive +27, Stealth +20, Survival +19; Racial Modifiers +4 Diplomacy, +4 Intimidate, +5 Knowledge (all), +5 Spellcraft to identify spells being cast

Languages truespeech (tongues, CL 18th)

SQ change self (medium humanoid; *alter self*), conflicted vision, cunning initiative, customizations, domain (Knowledge), fast movement, maneuver training, monster lore, perfect health, preternatural knowledge, solo tactics, teamwork feats, track +2

Gear +2 meteor hammer of speed, lesser bracers of determination, rags of resistance +2 (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 27) or they are unable to intentionally lie. The save DC is Wisdom-based.

Bane (Su) As a swift action, Arhanoht can imbue one of his weapons with the bane weapon special ability for up to 15 rounds each day that need not be used consecutively. He can change the target of the bane ability as a swift action.

Cunning Initiative (Ex) Arhanoht adds his Wisdom bonus on initiative checks, in addition to his Dexterity modifier.

Customizations (Ex) Even broken, Arhanoht is a

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powerful, one of a kind creature. His cracked adamantine skin grants him DR 8/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Detect Alignment (Sp) At will, Arhanoht can use detect chaos, detect evil, detect good, or detect law, but only one of these at any given time.

Discern Lies (Sp) Up to 5 rounds each day, as an immediate acation, Arhanoht can discern lies, as the spell. These rounds need not be used consecutively.

Domain Arhanoht has all Knowledge skills as class skills, and can use the lore keeper (DC 30) ability of the knowledge domain as a 5th-level cleric.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -16 hit points, and does not die until reduced below -43 hit points.

Judgments (Su) As a swift action, Arhanoht gains one of the following abilities, and can switch abilities as a swift action once per round. These abilities end as soon as combat ends.

Destruction Arhanoht gains a +2 sacred bonus on all weapon damage rolls.

Healing Arhanoht gains fast healing 2.

- Justice Arhanoht gains a +2 sacred bonus on all attack rolls.
- Piercing Arhanoht gains a +2 sacred bonus on concentration checks and caster level checks to overcome a target's spell resistance.
- Protection Arhanoht gains a +2 sacred bonus to Armor Class.
- *Purity* Arhanoht gains a +2 sacred bonus to all saving throws.

Resiliency Arhanoht gains DR 2/magic.

Resistance Arhanoht gains resist 4 to either acid, cold, electricity, fire, or sonic damage.

Smiting Arhanoht's weapons count as magic for the purpose of bypassing damage reduction.

Monster Lore (Ex) Arhanoht gains his Wisdom modifier on all Knowledge skill checks in addition to his Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Solo Tactics (Ex) For the purpose of gaining the benefit of his teamwork feats, Arhanoht's allies are treated as possessing the same teamwork feats as him. This ability does not actually grant his allies any bonuses from these feats.

Stern Gaze (Ex) Arhanoht gains a +2 morale bonus to all Intimidate and Sense Motive skill checks.

Teamwork Feats Arhanoht has gained Outflank as a bonus feat. Ten times each day, as a standard action, he can change this teamwork feat, gaining a different teamwork feat.

Arhanoht, The Broken Jaw CR6

XP 2,400

Broken (x3) exemplar lesser kolyarut LN Medium outsider (broken, extraplanar, inevitable, lawful)

Init +5; Senses darkvision 20 ft., low-light vision, detect chaos; Perception +13 Aura truth

Defense

AC 16, touch 15, flat-footed 11 (+5 Dex, +1 shield) **hp** 128 (8d10+48); regeneration 1 (chaotic)

Fort +10, Ref +7, Will +10

Abilities Defensive constructed. enhanced durability; DR 4/adamantine and chaotic; SR 16

Offense

Speed 25 ft.

Melee +1 meteor hammer +11/+6 (1d10+4/19-20), or 2 slams +10(1d8+3)

Spell-Like Abilities (CL 8th; concentration +10) Constant-detect chaos

- At will-cause fear (DC 13), invisibility (self only, can't move), locate creature, ray of enfeeblement (DC 10)
- 3/day-discern lies (DC 13), forced repentance* (DC 13), hold person (DC 12), suggestion (DC 12)

1/day-blood biography* (DC 12), hold monster (DC 14), mark of justice

1/week-geas/quest

Tactics

Before Combat Arhanoht, in his badly broken state, attempts to avoid hostilities through parley and tries to deter aggressors by using his cause fear, hold monster and suggestion spell-like abilities.

During Combat Arhanoht fights defensively and uses his hold person spell-like ability to stop melee combatants.

Morale If reduced below 25 hit points, Arhanoht makes use of his hold monster spell-like ability and then moves until he is out of sight, which is when he uses his *invisibility* spell-like ability.

Statistics

Str 24, Dex 20, Con 23, Int 14, Wis 23, Cha 14 Base Atk +8; CMB +15 (+17 disarm, trip); CMD 30 (32 vs. disarm, trip)

Feats Additional Traits* (dream-barren, killer), Combat Expertise, Improved Disarm, Improved Trip

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Skills Acrobatics +10, Diplomacy +11, Intimidate +11, Knowledge (planes) +7, Perception +13, Sense Motive +13, Stealth +10, Survival +11; **Racial Modifiers** +4 Diplomacy, +4 Intimidate

Languages truespeech (tongues, CL 16th)

SQ change self (medium humanoid; *alter self*), customizations, perfect health

Gear +1 meteor hammer, rags of resistance +1 (as cloak)

Special Abilities

Aura of Truth (Su) Creatures within 30 ft. of Arhanoht must make a successful Will save (DC 19) or they are unable to intentionally lie. The save DC is Wisdom-based.

Customizations (Ex) Even broken, Arhanoht is a powerful, one of a kind creature. His cracked adamantine skin grants him DR 4/adamantine and chaotic. He is proficient with meteor hammers instead of bastard swords. His spell-like abilities also vary from those of other kolyaruts. He gains a +4 racial bonus to Intimidate instead of Disguise.

Enhanced Durability (Ex) Arhanoht does not fall unconscious until reduced to -10 hit points, and does not die until reduced below -31 hit points.

*See the Pathfinder Roleplaying Game Advanced Player's Guide.

Variant Monster

Jesser Kolyarut (Inevitable) CR 6

XP 2,400

LN Medium outsider (extraplanar, inevitable, lawful) **Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 88 (8d10+44); regeneration 2 (chaotic) Fort +9, Ref +6, Will +8 Defensive Abilities constructed; DR 5/chaotic; SR 17

Offense

Speed 30 ft.

Melee +1 bastard sword +12/+7 (1d10+4/19-20), slam +6 (1d8+1) or 2 slams +11 (1d8+3)

Spell-Like Abilities (CL 6th; concentration +7)

At will—cause fear, disguise self, invisibility (self only), locate object, ray of enfeeblement, zone of truth (DC 13) 3/day-discern lies (DC 15), hold person (DC 14), locate creature, suggestion (DC 14) 1/day-hold monster (DC 15), mark of justice

1/week—geas/quest

Statistics

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Str 16, **Dex** 15, **Con** 17, **Int** 10, **Wis** 15, **Cha** 12 **Base Atk** +8; **CMB** +11; **CMD** 23

Feats Alertness, Combat Casting, Improved Initiative, Lightning Reflexes

Skills Diplomacy +16, Disguise +13, Knowledge (planes) +11, Perception +15, Sense Motive +15, Survival +13; **Racial Modifiers** +4 Diplomacy, +4 Disguise

Languages truespeech

Ecology

Environment any

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

Treasure standard (+1 bastard sword, other treasure)

Special Abilities

Inevitable Subtype Inevitables are construct-like outsiders built by the axiomites to enforce law. They have the following traits.

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• Low-light vision.

• **Constructed (Ex)** Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.

• **Saves** An inevitable's good saving throws are Fortitude and Will.

• **Skills** In addition to the class skills all outsiders have, inevitables have Acrobatics, Diplomacy, Intimidate, and Survival as class skills.

• **Regeneration (Ex)** Inevitables have regeneration/chaotic. The regeneration amount varies by the type of inevitable.

• **Truespeech (Su)** An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

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Templates

Broken Creature

What happens when a constructed being, such as golems, are defeated but not destroyed? They limp along, attempting to continue following their orders as broken creatures.

Creating a Broken Creature

"Broken" is an acquired or inherited template that can be added to any corporeal creature, but most commonly constructs and other constructed creatures, like inevitables.

A broken creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature -1.

Subtype A broken creature gains the broken subtype. Senses A broken creature with any special perceptive abilities has all such abilities reduced to 2/3rd effectiveness, or one such ability removed completely. For example, a broken iron golem has darkvision 40 ft. and low-light vision that is only a little better than that of a humans, or has darkvision 60 ft. or low-light vision, but not both.

Armor Class A broken creature's natural armor is reduced by 2. If the base creature has a natural armor bonus of +1 or less, then the broken creature has no natural armor, and a -2 racial penalty to armor class.

Saving Throws A broken creature suffers a -1 penalty on all saving throws.

Defensive Abilities All defensive abilities possessed by a broken creature are reduced by 2 (minimum 0).

Speed All speeds are reduced by 5 ft., to a minimum speed of 5 ft.

Attacks All of a broken creatures attacks are treated as secondary attacks.

Damage All of a broken creatures attacks deal damage as secondary attacks.

Special Attacks All of a broken creatures special attacks that deal hit point damage deal one less point of damage per damage dice. The caster level and DC's of a broken creatures special attacks suffer a -1 penalty.

Ability Scores All of a broken creature's ability scores are reduced by 2.

Skills A broken creature suffers a -2 penalty to all skill checks.

This template can be applied more than once, each application representing a greater amount of damage done to the core structure of the base creature.

A broken creature can be repaired. The method for

repairing an individual creature and should be determined by a GM, but typically involves an adventure to acquire the necessary resources.

Exemplar Creature

In a world of fantasy, belief has power; the superstitions of the common folk can imbue creatures with powers beyond what they would normally possess, born out of their own myths and legends. Others are simple born with this power, and their legend is pure truth. Occasionally a deity may grant a particularly favored servant these powers as a reward. At other times, a god may create such creature because it needs a favored servant but cannot find a worthy worshiper among its flock. These are the Exemplar Creatures.

An exemplar creature resembles a perfect specimen of its kind, but it has an unmistakably mark that sets it apart from those of its kin, a scar, unusual eyes, or unique coloration.

Creating an Exemplar Creature

"Exemplar creature" is an acquired or inherited template that can be added to any creature.

An exemplar creature uses all the base creature's statistics and special abilities except as noted here.

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Challenge Rating As the base creature +3.



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Defenses/Qualities Increase the numeric value of any special quality by 5, for example channel resistance +2 becomes channel resistance +7, damage reduction 10/adamantine becomes 15/adamantine, Resist energy 5 becomes 10, SR 15 becomes SR 20, or regeneration 6 becomes 11, etc.

Speed Increase all movement types the base creature possesses by 10 ft.

Special Abilities An exemplar gains the following special abilities.

Perfect Health (Ex) An exemplar creature always possesses maximum hit points.

Enhanced Caster (Ex) If the base creature has a caster level for any of its abilities increase that caster level by 5.

Enhanced Durability (Ex) Exemplar creatures do not go unconscious until they reach a number of negative hit points equal to their constitution modifier, plus half their number of HD. They do not die until they reach a number of negative hit points equal to their constitution score plus their number of HD.

Enhanced Senses (Ex) Increase the range on any special senses the base creature possesses by 50%, for example if the base creature has darkvision 60 ft. it becomes darkvision 90 ft.

Enhanced Energy Drain (Ex) If the base creature possesses an energy drain attack, increase the negative levels the base creature inflicts by 2.

Enhanced Special Abilities (Ex) Increase the area, range, duration, damage, bonuses, and effect of any auras and special attacks by 50%; for example, an exemplar nessian hellhound breath weapon would increase from a 30-ft. cone to a 45 ft. cone, and instead of 10d6 fire damage it would deal 15d6 fire damage.

Enhanced Weakness (Ex/Su) If the base creature possesses any special weakness or vulnerabilities, it takes twice as much damage (200%) from that vulnerability, regardless of whether a saving throw is allowed or, if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -8 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor) instead of the standard -4. Some creatures might suffer additional effects, as noted in their descriptions if that effect can be doubled, double it as well.

Ability Scores Str +10, Dex +10, Con +10, Int +10, Wis +10, Cha +10

Suzerain

Natural leaders, suzerains resemble more common creatures of their type, but possess what is most often described as a regal bearing. They are more

charismatic and self-confident than their kin. They usually make use of their natural talents to become leaders in their society.

Creating a Suzerain

"Suzerain" is an acquired template that can be added to any intelligent creature with a Charisma score of 1 or higher (referred to hereafter as the base creature). A suzerain creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1.

Speed All modes of movement for a suzerain are at +10 ft. over those of the base creature. Special Qualities A suzerain creature gain all of the following abilities.

Born to Lead (Ex) So long as another free-willed servant of the suzerain is within sight and capable of witnessing its actions, the suzerain has a +4 morale bonus to AC, attacks, damage rolls, checks and saves. Mounts, familiars, animal companions, and trained animals do not count as free-willed creatures for the purpose of this bonus, but cohorts and followers the suzerain has gained via the Leadership feat do count. Dauntless Courage (Ex) A suzerain is immune to fear. Additionally, allies within 30 ft. of the suzerain are



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Enchanting Presence (Su) The first time a non-player character comes within 30 ft. of the suzerain, its attitude toward the suzerain improves by one step, to a maximum of helpful. This shift can be further modified by the suzerain's actions, or it might change over time naturally. The creature must be able to see, hear, or otherwise notice the suzerain to be affected. Enchanting presence is a mind-affecting enchantment effect. Player characters are unaffected by this ability. *Inspiring Example (Ex)* Allies within 60 ft. of their suzerain ally, and able to see or hear it, gain a +2 morale bonus on all attack rolls, damage rolls, checks and saves so long as the suzerain is alive (or not destroyed, if it is an undead or a construct).

Stirring Speech (Su) As a standard action, a suzerain creature can inspire greatness in its allies. A suzerain can inspire one ally plus one ally for every three Hit Dice it possesses after speaking a few inspiring words (or sounds, if it is incapable of speech), and the targeted allies must be able to hear the suzerain. This ability otherwise functions as the bardic performance ability of inspire greatness. It lasts for 1 round plus the suzerain's Charisma modifier (minimum 5 rounds), and can be used 3 plus the suzerains Charisma bonus (if positive) times per day.

Ability Scores Int +4, Wis +4, Cha +6.

Feats Regardless of total Hit Dice, a suzerain creature gains Leadership as a bonus feat if the base creature didn't already possess the Leadership feat. Racial Hit Dice count as class levels for the purpose of determining a suzerain's leadership score.

Skills A suzerain gains a +6 racial bonus on all Diplomacy and Intimidate skill checks. This adds to any racial bonus to Diplomacy and Intimidate possessed by the base creature.

Time Seer

Whether born with or granted their abilities, time seers are capable of viewing the multiple possibilities other simply imagine. Some see this as a blessing, other see it as a curse. Most view the abilities of a time seer as a little of both.

Creating a Time Seer

"Time seer" is an inherited or acquired template that can be applied to any creature whose Intelligence or Wisdom score is 13 or higher (hereafter referred to as the base creature).

A time seer uses all of the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature.

Alignment Moves towards chaotic neutral over time. **Armor Class** A time seer gains a +2 dodge bonus to Armor Class.

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Defensive Abilities A time see*r gains uncanny dodge (as the barbarian ability), or improved uncanny dodge (as the barbarian ability) if the base creature already has uncanny dodge.

Special Qualities A time seer gains the following.

Conflicted Vision (Ex) Before a time seer rolls initiative, it must attempt a DC 15 Wisdom check. On a success, the time seer gains a +4 bonus on its initiative roll. On a failure by less than 5, the time seer rolls for initiative normally. A failure by 5 or more imposes a -4 penalty on the initiative roll. Additionally, there is a 50% chance a time seer suffers a -5 penalty on Perception and Sense Motive skill checks, concentration checks, and Wisdom ability checks each time a time seer needs to make one of them

Preternatural Knowledge (Ex) Once per round as a free action, a time seer may attempt a DC 20 Wisdom check. On a success, the time seer gains a +4 bonus on its next ability check, attack roll, saving throw, or skill check, whichever comes first. On a failure, the time seer misinterprets its vision of the future and takes a -4 penalty on its next ability check, attack roll, saving throw, or skill check, whichever comes first.

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Spell-Like Abilities A time seer gains the following spell-like abilities with a caster level equal to the time seer's total Hit Dice. A time seer must make a successful Wisdom check (DC 15 + spell level) whenever it wants to use one of its spell-like abilities. Failure means the attempt produces no effect but that usage is wasted.

At *will—augury*; 1/day—*true strike, vision* **Ability Scores** Wis +4, Cha -2 (minimum 1).

Skills Time seers gain a +5 racial bonus on Knowledge checks, and a +5 racial bonus on Spellcraft checks made to identify spells being cast.

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