

INEVITABLE

Source: 3.5 *Monster Manual* (zelekhut, kolyarut); 3e *Fiend Folio* (quarut, varakhut).

The inevitables are strange clockwork creatures that are relics of a previous cosmology that was shattered by the final victory of Chaos in the Great War of Ethics. Inevitables consider themselves to be agents of law, similar to maruts, but they answer to no authority and seem bent on overturning the very nature of the cosmos and returning it to its previous state.

Forsaken by the Maruts: According to some scholars, the maruts were once a type of inevitable, but they have forsaken the rest of their kind and sought their own path among the astral realms. Other sages wryly point out that this itself is evidence that the order the inevitables represent (or once represented) is no longer tenable.

Organized and Driven: The inevitables are extraordinarily organized, working together like the cogs that make up a single machine. They are driven to “correct” what they perceive as the cosmic errors that cast Law down at the end of the Great War of Ethics, carrying out complex and protracted schemes designed to “restore” the order that the inevitables perceive to be missing from the world.

Zelekhut

Level 12 Skirmisher

Large immortal animate (construct)

XP 700

A zelekhut resembles a centaur constructed of intricate clockwork. It wears ornate gold armor over alabaster skin and wields a spiked chain that is built in to its body. Zelekhuts claim to be charged with hunting down creatures that seek to escape their rightful punishment.

HP 119; Bloodied 59

Initiative +13

AC 25; Fortitude 22; Reflex 25; Will 24

Perception +12

Speed 7, fly 8

TRAITS

Clockwork Flight

While it is in flight, a zelekhut gains a +2 bonus to AC and Reflex.

STANDARD ACTIONS

(mbasic) Chain Strike * At Will

Attack: Melee 2 (one creature); +17 vs. AC.

Hit: 2d6+5 damage.

Double Strike * At Will

Effect: The zelekhut uses *chain strike* twice.

(ranged) Arrest Miscreant (psychic) * Recharge 5 6

Attack: Ranged 10 (one creature); +15 vs. Will.

Hit: 4d8+7 psychic damage, and the target is immobilized (save ends).

(ranged) Punishing Blast (necrotic) * At Will

Attack: Ranged 10 (one creature); +15 vs. Reflex.

Hit: 3d6+6 necrotic damage, and the target is weakened (save ends).

Str 21 Dex 20 Wis 23

Con 15 Int 10 Cha 15

Alignment unaligned

Languages Supernal

Kolyarut

Level 15 Brute

Medium immortal animate (construct)

XP 1,200

A kolyarut appears to be a red-skinned humanoid made up of mechanical parts. It is armored in ornate golden bands and a flowing gold and red robe. A gleaming sword is built in to one hand. A kolyarut metes out punishment to those who willingly break oaths or contracts.

HP 153; Bloodied 76

Initiative +8

AC 27; Fortitude 27; Reflex 27; Will 29

Perception +15

Speed 6

STANDARD ACTIONS

(mbasic) Long Sword * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 4d8+11 damage.

(melee) Vampiric Strike (healing, necrotic) * Recharge when first bloodied

Attack: Melee 1 (one creature); +18 vs. Fortitude.

Hit: 4d8+11 necrotic damage, and the kolyarut regains 20 hit points.

(ranged) Enervating Ray (necrotic) * At Will

Attack: Ranged 20 (one creature); +18 vs. Reflex.

Hit: 3d6+9 necrotic damage, and the target is slowed (save ends).

MINOR ACTIONS

Illusory Disguise (illusion) * At Will

Effect: The kolyarut cloaks its true form with the illusion of any medium humanoid. A creature within 2 squares of the kolyarut may make spend a standard action to make an Insight check, DC 22, to discern the true form of the kolyarut.

Str 14 **Dex** 13 **Wis** 26

Con 13 **Int** 10 **Cha** 16

Alignment unaligned

Languages Supernal

Quarut

Level 22 Elite Skirmisher

Medium immortal animate (construct)

XP 8,300

A quarut has a generally humanoid form, although it is mechanical in nature, like all inevitables. Its body is full of gears and pistons. There are a plethora of hourglasses and timepieces set within it. Its outer plating is etched with various symbols and glyphs involving time. In place of a head, it has a continually flowing hourglass. A quarut's function is to guard two of the most precious and tenuous things of all: time and space.

HP 412; **Bloodied** 206

Initiative +21 (plus see *haste*)

AC 36; **Fortitude** 34; **Reflex** 36; **Will** 34

Perception +14

Speed 6

Saving Throws +2; **Action Points** 1

TRAITS

Haste

The quarut rolls twice for initiative and takes a full turn twice per round.

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +27 vs. AC.

Hit: 4d10+8 damage.

(melee) Temporal Stasis (necrotic) * Recharges when first bloodied

Attack: Melee 1 (one creature); +25 vs. Will.

Hit: The target takes 30 necrotic damage and is placed in stasis (save ends). While in stasis, the target cannot take actions, is immune to all damage and cannot be targeted by any creature.

Aftereffect: The target is slowed (save ends).

Miss: The target is slowed (save ends).

(close) Circle of Withering (necrotic) * Recharges when first bloodied

Attack: Close burst 3 (each enemy in burst); +23 vs. Fortitude.

Hit: 2d12+11 necrotic damage, and the target is slowed and weakened (save ends both).

(close) Temporal Shock (necrotic) * Recharge 5 6

Requirement: The quarut must be bloodied.

Attack: Close blast 4 (each creature in blast); +23 vs. Reflex.

Hit: 3d6+12 necrotic damage, and the target chooses one: the target is knocked prone, the target is slowed (save ends) or the target is dazed until the end of its next turn.

Miss: Half damage.

MOVE ACTIONS

Astral Step (teleportation) * **At Will**

Effect: The quarut teleports 6 squares. Each creature adjacent to its arrival space is slowed until the end of that creature's next turn.

Str 25 **Dex** 26 **Wis** 17

Con 22 **Int** 14 **Cha** 20

Alignment unaligned

Languages Supernal

Varakhut

Level 26 Soldier

Large immortal animate (construct)

XP 9,000

A varakhut is an abstract-looking creature composed of a series of solid polygons joined together with intricate clockwork gears. Its lower body ends in a point, upon which the inevitable balances easily. It has two arms with clockwork mechanical digits capable of fine manipulation. The observant sometimes glimpse spheres that resemble planets and galaxies within the workings of a varakhut. These inevitables defend the rightful place of the powers, such as gods, primordials, arch-devils and the like. A varakhut's mission is to hunt down and destroy those who would usurp the powers and position of such a power.

HP 214; **Bloodied** 107

Initiative +17

AC 42; **Fortitude** 38; **Reflex** 38; **Will** 40

Perception +17

Speed 7, fly 8 (hover)

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 2 (one creature); +31 vs. AC.

Hit: 4d12+8 damage, and the varakhut marks the target (save ends).

(close) Dispelling Blast * At Will

Attack: Close blast 3 (each conjuration or zone in the blast); +29 vs. creator's Will.

Hit: The conjuration or zone ends.

(ranged) Forcecage (zone) * Encounter

Attack: Ranged 10 (one creature); +29 vs. Reflex.

Hit: The target's space becomes a zone that is a cage of force containing the target that lasts until destroyed or until the end of the encounter. The target cannot move or be subject to forced movement while in the cage, and no creature has line of effect to the target (though all creatures have line of sight to it), nor does it have line of effect to any other creature. The cage can be attacked; its defenses are all 36, it has 100 hit points and it has immune to necrotic and psychic damage.

MINOR ACTIONS

Self-Repair (healing) * Encounter

Requirement: The varakhut must be bloodied.

Effect: The varakhut regains 50 hit points.

TRIGGERED ACTIONS

(close) Hold Target (charm) * At Will

Trigger: A creature marked by the varakhut makes an attack that does not include the varakhut as a target.

Attack (Opportunity Action): Close burst 5 (the triggering creature); +29 vs. Will.

Hit: The varakhut slides the target 2 squares, and the target is immobilized (save ends).

Str 22 **Dex** 15 **Wis** 19

Con 18 **Int** 18 **Cha** 29

Alignment unaligned

Languages Supernal