

Ordinavi

The ordinavi are a sister race to the hollow eyes, only instead of being formed from the elemental chaos between planes, they're born of the energies that bring structure and stability to the same. Typically they avoid interaction with beings that dwell in what we know as reality, choosing rather to observe and learn, so as not to upset the order of it all. It does happen from time to time though that one or more are discovered and bound to a mortal entity's service against their will. If someone can manage it, they make very desirable slaves and unwilling soldiers; their ability to create powerful armies of sentries from stone and crystal is quite a temptation to many a villain.

Colossus

This monstrosity is not the type of enemy you want to come across... well, anywhere ever. Until it attacks, it normally looks like a simple statue. A simple, 250 foot tall statue.

Colossal 7th level wrecker [HUMANOID]

Initiative +12

Special: The colossus' head and arm both have individual turns in the initiative order, first the head, then the arm, and are treated as two separate enemies for the most part. The exception is that if the head is defeated first, the arm is automatically defeated as well.

Head

R: Eye Beam +7 PD – 45 damage.

R: Perfect circle +8 vs. MD – 28 psychic damage.

Natural 16+: The target is confused until the end of their next turn.

AC 23

PD 18

MD 18

HP 300

Arm

C: Fist slam +12 vs. AC (one primary target and all creatures near target) – 52 damage to the primary target and all creatures engaged with the target, 20 damage to all other nearby creatures.

Flick +10 vs. AC – 72 damage.

AC 21

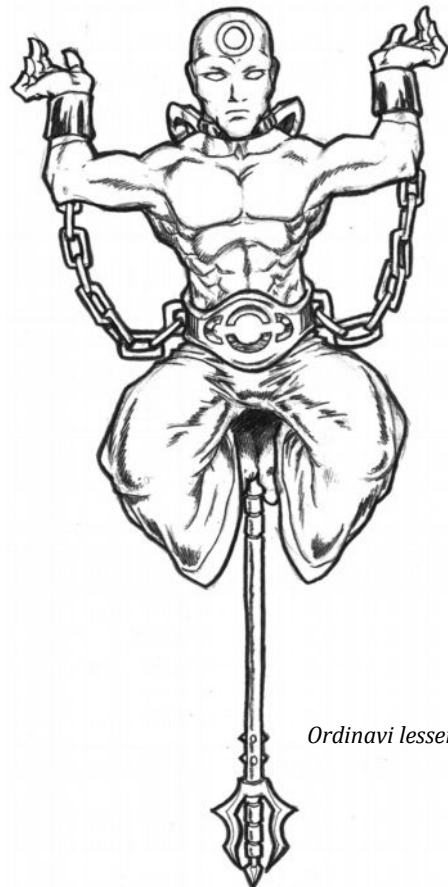
PD 20

MD 13

HP 224

Notes

- On the colossus' first attack, both the head and the arm attack. The fist remains on the ground. If an enemy is engaged with it while the escalation die is an odd number, it attacks with *flick* on its turn. When the escalation die is even, the arm lifts and performs *fist slam* on its turn. If any creature is on the arm when it lifts, they must make a hard save (16+) to avoid being thrown off and taking fall damage.
- The head can only be targeted by melee attacks by scaling the arm after a *fist slam*. Scaling the arm requires an easy check (6+).
- The arm can be afflicted individually by all conditions *except* confusion.
- If the arm's hp is reduced to 0, it remains on the ground and a check is no longer required to scale it.



Ordinavi lesser slave

Greater Slave

While all ordinavi are variable in size, it's easy to recognize a greater ordinavi because they have four arms. They are older, more powerful, and capable of summoning many kinds of sentries to aid them.

8th level leader [HUMANOID]

Initiative +11

Graceful sabers +13 vs. AC (up to 4 attacks) – 32 damage.

A sword for each hand: For every even attack roll, hit or miss, the greater slave can make another *graceful sabers* attack against any valid target, to a maximum of 4 attacks.

C: Restricting pulse +10 vs. PD (up to 3 nearby enemies in a group) – 64 damage, and the targets are stuck, save ends.

Well aimed: If the greater slave crits with this attack, the target is paralyzed and helpless until they beat a hard save (16+).

Galvanizing presence: As long as a greater slave is present in battle, all sentries gain *resist magic attacks (14+)*.

Summon aid: As soon as the escalation die reaches 3, the greater slave can summon either 2 ruby sentries, 1 ruby sentry and 2 emerald sentries, or one diamond sentry as a standard action on its next turn.

Nastier Specials

Goes down hard: While staggered, the greater slave can reroll any natural even attack roll that misses.

AC 24

PD 19

MD 21

HP 256

Lesser Slave

Lesser ordinavi are younger than some, and therefore not as powerful. They're not able to summon sentries like their greater ordinavi counterparts, but they are capable enemies in their own right.

4th level spoiler [HUMANOID]

Initiative +7

Rigid mace +8 vs. AC – 11 damage.

Touch of order: Any target hit by this attack becomes vulnerable (18+) to *metronomic pulse*.

Metronomic pulse +9 vs. MD – 14 damage and the target is dazed, save ends.

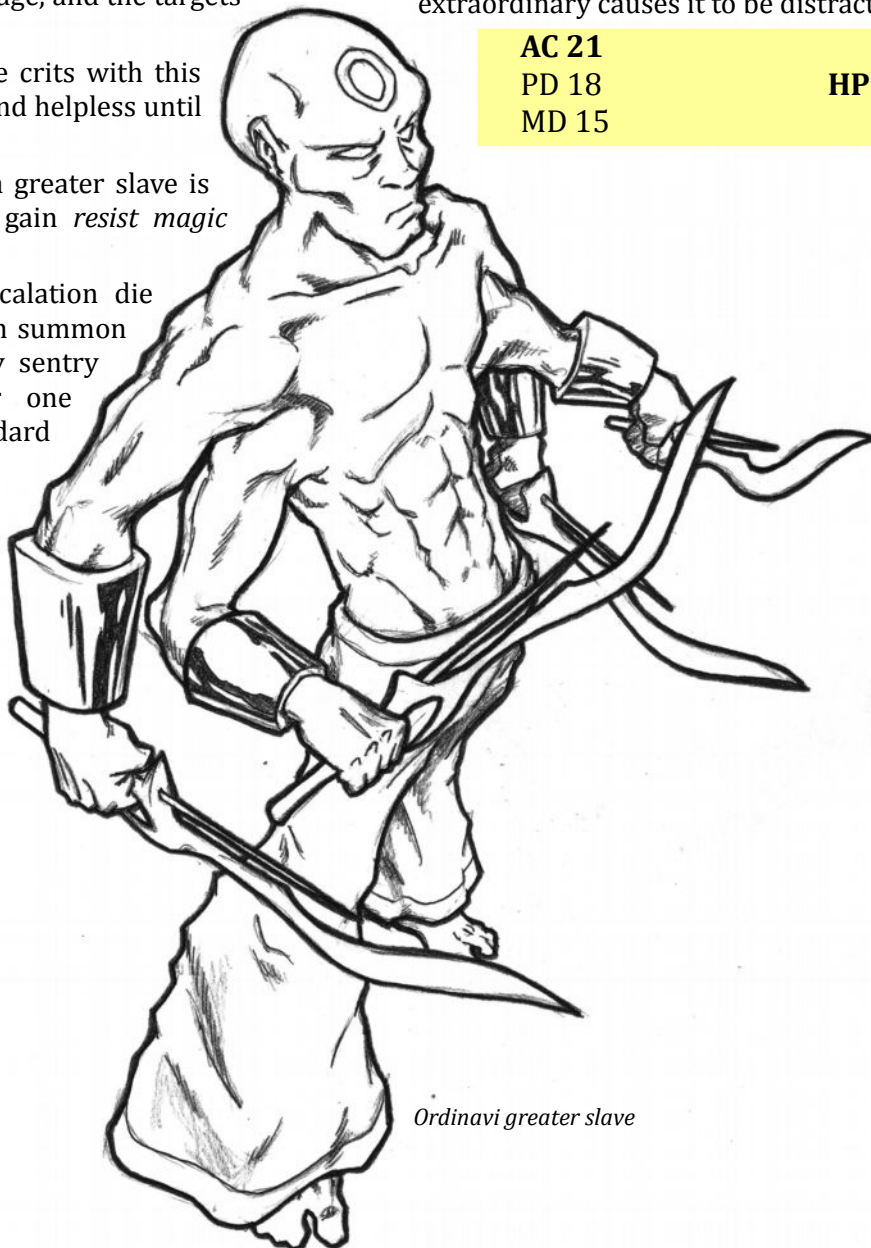
Slave's focus: A lesser ordinavi's nature will cause it to focus on one target exclusively unless something extraordinary causes it to be distracted.

AC 21

PD 18

MD 15

HP 52



Ordinavi greater slave

Crystal Sentry

Rigid soldiers possessed of no free will or intelligence of their own, they nonetheless fulfill their rolls as guardians efficiently and according to their master's will.

Large 5th level blocker [CONSTRUCT]

Initiative +12

Pole jab +11 vs. AC – 36 damage.

C: Pole swing +8 vs. AC (up to 3 nearby enemies in a group) – 25 damage and the targets are knocked prone.

Miss: Half damage.

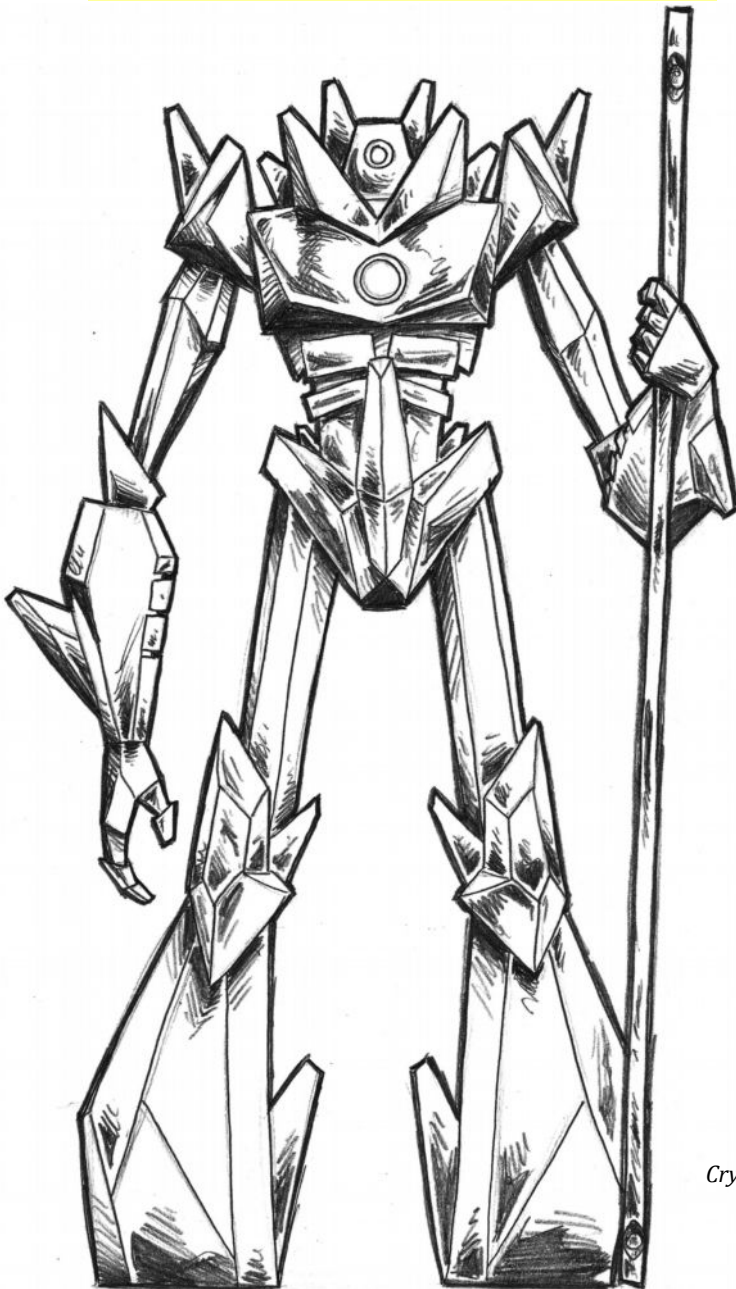
R: Lens laser +12 vs. PD – 12 damage.

AC 21

PD 18

MD 14

HP 160



Diamond Sentry

Many an adventurer has lost his or her life after seeing a diamond sentry and deciding it would be worth it to take one of them on so as to harvest the precious stone from which they're made.

Large 9th level blocker [CONSTRUCT]

Initiative +11

Diamond pick +14 vs. AC – 52 damage.

Natural even miss: Half damage.

Prismatic flare +11 vs. PD (1d6 nearby creatures that aren't sentries) – 24 damage, see table and instructions below.

d6 roll	Effect
1	Fire damage, 20 ongoing burn damage, save ends.
2	Lightning damage, target is stunned until the end of their next turn.
3	Acid damage, 15 ongoing acid damage, save ends.
4	Poison damage, target is weakened, save ends.
5	Cold damage, target is stuck until the end of their next turn.
6	Psychic damage, target is confused, save ends.

For the first creature struck by the *prismatic flare*, roll a d6 and apply the corresponding damage type and effect to that creature.. For each subsequent creature hit, apply the next damage type and effect, and the next, and so on for each creature hit.

Prismatic defense: When a diamond sentry is hit with an attack of any of the 7 types it uses for *prismatic flare*, it only takes half damage.

Nastier Specials

Diamond hard skin: Diamond sentries have *resist physical attacks 15+*.

AC 26

PD 23

MD 16

HP 222

Crystal sentry

Emerald Sentry

Of all the sentries, most are meant as defending troops; the two types that aren't are meant to cause lots of pain. The emerald sentry is one of those.

7th level spoiler [CONSTRUCT]

Initiative +10

Emerald claws +10 vs. AC – 18 damage, 10 ongoing acid damage, save ends.

Natural 16+: The save from ongoing damage becomes a hard save (16+).

C: Burning light +9 vs. MD (1d4 nearby creatures in a group) – 20 acid damage, and the targets are in pain (-2 to defenses, -1 to attack), save ends.

Vindictive focus: If less than 3 creatures are targeted or hit by *burning light*, the ones that are hit can only use half their normal recovery dice for all recoveries until the end of battle.

R: Emerald laser +12 vs. AC – 30 burn damage.

Natural 18+: The laser slices of a limb. Look on the bright side: you won't bleed out because the laser cauterizes the stump.

Nastier Specials

Corrosive aura: Any enemy that starts its turn engaged with an emerald sentry takes 8 acid damage and is vulnerable to all emerald sentry attacks until the end of their next turn.

AC 22

PD 22

MD 14

HP 96

Quartz Sentry

The lowest level of sentries, quartz sentries are quickly created with a minimum of effort.

Large 3rd level blocker [CONSTRUCT]

Initiative +4

Smashing maul +8 vs. AC – 9 damage.

Natural 16+: 4 force damage to any nearby enemies.

R: Crystalline shards +6 vs. AC (1d3 enemies) – 5 damage.

AC 20

PD 18

MD 9

HP 70

Obsidian Sentry

These constructs display what could almost be called cruelty to their victims. Almost, but not quite. Like the other sentries, they have no will of their own.

5th level spoiler [CONSTRUCT]

Initiative +9

Stabbing javelin +11 vs. AC – 26 damage.

Natural 16+: *Entropy's touch* – 5 ongoing damage, save ends.

R: Touch of true order +10 vs. MD – 10 damage and the target is hampered. Targets that are already hampered become weakened. A weakened target's weapon is destroyed. Normal saves (11+) will step backwards, from weakened to hampered to unaffected.

Born of stone: Natural attack rolls against an obsidian sentry must be 11+ or a hit only does half damage. Obsidian sentries take no miss damage.

AC 22

PD 20

MD 14

HP 200

Ruby Sentry

These hulking monstrosities cast a hellish red hue on everything around them. It doesn't do anything, I just thought you should know about it.

Large 8th level blocker [CONSTRUCT]

Initiative +10

Burning war axe +12 vs. AC – 35 damage, and the target is vulnerable to all fire attacks until the end of the sentry's next turn.

R: Ruby laser +12 vs. AC – 42 fire damage, 15 ongoing burn damage, save ends.

Natural odd miss: 10 ongoing burn damage, save ends.

Nastier Specials

Flames of arcane consumption: When a ruby sentry is targeted by a magic attack, roll a normal save (11+). On a success, the sentry takes only half damage from the attack, hit or miss.

Hardened gem skin: Each time a ruby sentry misses with one of its attacks, it gains a +1 to AC and PD until the end of its next turn.

AC 24

PD 22

MD 15

HP 216