



[Hello Hakutaku](#) © deviantart user [chasmosaur](#)

[These are known as Bai Ze in China, and are credited with having taught the Emperor about all beasts and peoples. They are relatively little changed from their country of origin. On a mechanics note, I slotted these guys at 18 HD, CR 15 explicitly to make them attractive options for the [greater planar ally](#) spell.]

Hakutaku

CR 15 LG Outsider (extraplanar)

Although this creature has a body like an ox, the wisdom on its face reflects that it is no mere beast. A flowing mane runs along its back and down its long thin tail. A third eye sits on its

forehead, and three more eyes sit on each flank under a pair of curving horns.

Hakutaku are great celestial beasts who are knowledgeable in all things. Many spells designed to commune with goodly spirits or extraplanar entities pass through hakutaku, allowing these sage entities to survey the mortal world constantly. Although they are most comfortable with spreading wisdom and gathering information, they are also valiant soldiers against the forces of evil, answering the call to battle undead, fiends and other dark powers without hesitation.

Mortal sages have dozens of conjectures about their origins, listing them as composite spirits of entire colleges or as the ascended souls of goodly beasts like shedu and lammasu or the fabric of Heaven itself pulled into a physical form. Hakutaku are silent on such matters, and questions about their origins are among the few that hakutaku will not answer.

Hakutaku CR 15

XP 51,200

LG Large outsider (extraplanar, good, lawful)

Init +6; **Senses** darkvision 60 ft., Perception +25, scent, true seeing

Defense

AC 30, touch 15, flat-footed 28 (-1 size, +2 Dex, +4 sacred, +15 natural)

hp 225 (18d10+126)

Fort +22, **Ref** +12, **Will** +21

DR 10/chaotic and evil; **Immune** disease, poison; **Resist** acid 10, electricity 10, cold 10, fire 10;

SR 26

Defensive Abilities adaptive defense, all-around vision, serene grace

Offense

Speed 40 ft., fly 60 ft. (perfect)

Melee gore +25 (4d6+8), 2 hooves +20 (1d8+4)

Ranged searing beam +19 touch (3d6)

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

Special Attacks gaze of weal and woe, powerful charge (gore, 8d6+16)

Spell-like Abilities CL 18th, concentration +23 (+27 casting defensively)

Constant—*magic circle against evil*, *tongues*, *true seeing*

At will—*daylight*

3/day—*break enchantment*, *dismissal* (DC 20), *greater dispel magic*, *heal* (DC 21), *holy smite* (DC 19)

1/day—*holy aura* (DC 23), *holy word* (DC 22), *summon monster IX* (good creatures only)

Statistics

Str 27, **Dex** 14, **Con** 24, **Int** 29, **Wis** 19, **Cha** 20

Base Atk +18; **CMB** +27; **CMD** 39 (43 vs. trip)

Feats Combat Casting, Dodge, Flyby Attack, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Skill Focus (Sense Motive), Wind Stance

Skills Diplomacy +26, Fly +8, Heal +22, Knowledge (all) +30, Perception +25, Sense Motive +31, Spellcraft +30

Languages Celestial, Common, Draconic, Sylvan, *tongues*

SQ loremaster

Ecology

Environment any land (Heaven)

Organization solitary or conclave (2-12)

Treasure double standard

Special Abilities

Adaptive Defense (Su) As a swift action, a hakutaku may make a Knowledge check against any enemy it faces with a DC of 25 + the creature's CR. If it succeeds this check, the benefits of its serene grace increase by +2 against enemies of that specific creature type for 24 hours. For example, a hakutaku could use its adaptive defense against horned devils, but would not get any bonuses against other devils or evil outsiders. A hakutaku can only benefit from one adaptive defense at a time.

Gaze of Weal and Woe (Su) 30 ft., Will DC 24. Good aligned creatures in the area of a hakutaku's gaze of weal and woe gain the effects of a *good hope* spell as long as they remain in the area and for 1 minute thereafter. Evil aligned creatures that fail the saving throw are affected as by a *crushing despair* for as long as they remain in the area and for 1 minute thereafter. Neutral creatures are unaffected. In addition, creatures that avert their gaze from a hakutaku have only a 20% chance to avoid having to make a save, due to its multiple eyes.

Loremaster (Ex) All Knowledge skills are class skills for a hakutaku.

Searing Beams (Su) As a standard action, a hakutaku can fire nine beams of heavenly light from its eyes. These are treated as ranged touch attacks with a range of 180 feet and no range increment. Creatures struck by these beams take 3d6 points of typeless damage per beam—undead and creatures harmed by sunlight take double damage. A hakutaku can only aim three beams at a single target per round.

Serene Grace (Su) A hakutaku gains a sacred bonus to its Armor Class and to all saving throws equal to its Wisdom modifier.