



[Monster](#) © Rusharil Hutangkabodee

[“There is a beast here called the Mafu. It resembles a human head with a tiger’s body. The Horse-Belly makes a sound like a human baby and is a man-eater.” –Guideways of Mountains and Seas.

The arrow attraction ability was inspired by a rakshasa cultist prestige class for D&D 3.0 in [Dragon 300](#) (the infamous “sealed section” issue tied-in with Book of Vile Darkness)]

Mafu

This creature resembles an enormous exaggeration of a tiger, all claws and stripes and long black tail. Its head is disturbingly human-like.

The mafu is a creature bred by rakshasas to be a perfect guardian and hunting beast. The creatures are believed to be derived from manticores, given their similar physiognomies, but with improved intelligence and loyalty. Most mafu are fanatically devoted to their rakshasa masters, giving up their lives willingly to support the fiends’ goals. A few mafu, however, have escaped captivity and live wild, where they act as petty tyrants of their own wild kingdoms, extorting tribute from local

monsters and humanoids.

A mafu hunts much like a big cat, striking from stealth and pouncing on a single target. Their powers of mimicry are keen, and they may follow a party for some time before striking, hoping to get familiar with the sounds of their voices and learn what lies might work to lure one away from the others. They do not fear thunder and lightning, and most weapons turn slightly from their hides—the sole exception is blessed piercing weapons, like their rakshasa masters. If in combat alongside a rakshasa, a mafu will find itself the target of any holy bolts or arrows aimed at the rakshasa through magical attraction.

A mafu is horse sized, standing between five and six feet at the shoulder. Some rakshasas of a more martial bent equip them with barding and ride them into battle. If not slain by violence, they can live over sixty years.

Mafu CR 8

XP 4,800

LE Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 21, touch 13, flat-footed 18 (-1 size, +4 Dex, +8 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +5

DR 5/good and piercing; **Immune** electricity, sonic

Weakness arrow attraction

Offense

Speed 40 ft.

Melee bite +15 (1d8+6), 2 claws +15 (2d4+6/19-20 plus grab), tail slap +13 (1d6+3)

Special Attacks pounce, rake (2 claws +15, 2d4+6/19-20)

Statistics

Str 24, **Dex** 18, **Con** 20, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 31 (35 vs. trip)

Feats Combat Expertise, Improved Critical (claw), Lightning Reflexes, Nimble Moves, Multiattack

Skills Acrobatics +13 (+17 when jumping), Bluff +10, Climb +15, Perception +10, Stealth +11, Survival +7 (+11 when tracking by scent); **Racial Modifiers** +4 Bluff, +4 Climb, +4 Survival when tracking by scent

Languages Common, Infernal

SQ sound mimicry (voices)

Ecology

Environment warm forests and hills

Organization solitary, pair or pride (3-8)

Treasure standard

Special Abilities

Arrow Attraction (Su) When a rakshasa is within 60 feet of a mafu, any ranged weapon attacks aimed at the rakshasa instead target the mafu. Determine the result of the attack against the mafu's AC with penalties for distance if appropriate. If there are multiple mafu within 60 feet of the rakshasa, the mafu targeted by this attack is chosen randomly. Ranged spells or ray attacks do not change their targets in this way.