



“Rhek Chaosgrinder” © Wizards of the Coast, by Jeremy Jarvis. Accessed at the Book of Exalted Deeds Art Gallery [here](#)

[Speaking of [imperialist pachyderms](#)... the rhek appeared once and only once, in the 3.5 *Book of Exalted Deeds*. That book has an... unfortunate idea of what goodness means, so the line that the rhek enforce harmony through violence does not inspire me to keep their given alignment of LG. Also unusual is the choice to illustrate the leveled specimen instead of the baseline, which wears heavy armor and carries weapons. The [miniature card](#) of the rhek is thus the only place art for the default rhek appears.]

## **Rhek**

### **CR 5 LN Monstrous Humanoid**

*This grey skinned humanoid has the blunt feet of a rhinoceros, and a single horn growing from its forehead. It is clad in heavy armor, and carries a keen polearm.*

The rhek are a species of planar immigrants, having traveled from their home planet to Axis in order to more fully embrace law. They enforce harmony and order through violence. Rhek are found as guards, watchmen and police in both the Eternal City and in its enclaves and embassies on other planes. They are meticulous and orderly in their behavior, and expect the same from others.

Rhek despise chaos in all its forms, but are not immediately violent towards chaotic individuals. As long as these creatures keep their heads down and mind their business, the rhek will tolerate them, although they may keep a close watch. Once any threat to social stability erupts, however, the rhek spring into action. Rank and file rhek fight with polearms and wear heavy armor, but their elite agents often train in unarmed and unarmored combat. These monks, called chaosgrinders by the rhek, are held in high esteem by even axiomites and inevitables, and may be found assisting them on missions.

## **Rhek CR 5**

### **XP 1,600**

LN Medium monstrous humanoid (extraplanar)

**Init** +0; **Senses** darkvision 60 ft., *detect chaos*, Perception +12

## Defense

**AC** 21, touch 10, flat-footed 21 (+4 natural, +7 armor)

**hp** 47 (5d10+20)

**Fort** +5, **Ref** +4, **Will** +6

**Immune** bleed

**Defensive Abilities** instant stability

## Offense

**Speed** 20 ft. (30 ft. unarmored)

**Melee** masterwork halberd +10 (1d10+6), gore +4 (1d8+2) or gore +9 (1d8+6)

**Ranged** sling +5 (1d4+4)

**Special Attacks** powerful charge (gore, 2d8+6), smite chaos (2/day, +2 atk and AC/+5 dmg)

**Spell-like Abilities** CL 5<sup>th</sup>, concentration +7

Constant—*detect chaos*

1/day—*order's wrath* (DC 16)

## Statistics

**Str** 19, **Dex** 10, **Con** 19, **Int** 11, **Wis** 14, **Cha** 14

**Base Atk** +5; **CMB** +9 (+11 bull rush); **CMD** 19 (21 vs. bull rush)

**Feats** Alertness, Improved Bull Rush, Power Attack

**Skills** Climb +6, Intimidate +10, Perception +12, Sense Motive +9

**Languages** Celestial, Common

## Ecology

**Environment** any plains or urban (Axis)

**Organization** solitary, pair, regiment (3-24 plus 1 4<sup>th</sup> level chaosgrinder) or battalion (25-48 plus 1-4 4<sup>th</sup> level chaosgrinders and 1 8<sup>th</sup> level commander)

**Treasure** standard (masterwork banded mail, masterwork halberd, sling with 10 bullets, other treasure)

## Special Abilities

**Instant Stability (Ex)** A rhek is immune to bleed damage, and automatically stabilizes when reduced to -1 or fewer hit points.

**Smite Chaos (Su)** A rhek can smite chaotic targets. This functions as the smite evil ability of a paladin with a level equal to the rhek's Hit Dice, except that it functions against chaotic creatures. A dragon with a chaotic alignment, an outsider with the chaos subtype and fey take double the bonus damage from the first successful attack the rhek makes against them.