Just as Celestials are creatures of pure Good, denizens of the Upper Planes, and just as Demons are the incarnations of Evil and Chaos which dwell in the Abyss, Mechanus has its own race of beings. The Inevitables, servants of Primus, are the enforcers of the natural laws of the universe, those who hunt down oathbreakers and those who violate fundamental laws of creation such as liches who cheat death. While there are different forms of Inevitable, they all draw on the same axiomatic powers, which are demonstrated by this Track. The Inevitable track can also be used by other creatures who serve Primus, wielding the powers of Law in battle.

1st Circle – Amicus CuriaeEX: You gain a +2 item bonus to AC and may select one of the following abilities (this choice is permanent):

• Inevitable PursuitEX: Moving out of a square of difficult terrain does not cost you extra movement

• Inevitable ArmourEX: You gain [Lesser resistance] to physical damage.

• Inevitable DisruptorEX: You gain [Lesser resistance] to energy and magic damage.

2nd Circle – Mens ReaSU: When you hit an opponent in melee, you may cause them to become [Detained] for one round, this does not require an action. [Detained] opponents must target you with their attacks and any aggressive ability which specifies a target and if using an aggressive ability which creates an area of effect, they must include you in the area of effect if they can place the area of effect in a place which would include you. Each time you cause an opponent to be [Detained] in a row, the duration increases by one round. A successful Will save (DC 10 + ½ your character level + your KOM) negates [Detained] and resets the duration to one round the next time it is applied. If a creature is [Detained] by more than one creature, it can target either of two creatures it is [Detained] by.

3rd Circle – Compos Mentis: Select one of the following abilities (this choice is permanent):

• Mechanus WingsEX: You gain wings and the Fly movement mode

• Visions from PrimusSU: Once per [Round], as a swift action, you may gain a +3 bonus to attack rolls or to Armour Class for one [Round]

4th Circle – Intra ViresEX: Select one of the following abilities (this choice is permanent):

• Zelekhut’s PursuitEX: You do not provoke attacks of opportunity when moving from non-[Detained] creatures as long as at least one enemy is [Detained] by you.

• Kolyarut’s ArmourEX: You gain [Lesser resistance] to physical damage (this stacks up to [Resistance] with Inevitable Armour).

• Marut’s ArmourEX: You gain [Lesser resistance] to energy and magic damage (this stacks up to [Resistance] with Inevitable Disruptor).

5th Circle – Ratio DecidendiSU: Once per [Scene], as a standard action you may use Axiomatic Aura. On use, you may choose attack rolls, skill checks or saving throws. For the rest of the [Encounter], before making one of these rolls Axiomatic Aura allows you to choose to treat the result as if an 11 had been rolled.

6th Circle – Res Ipsa LoquitorSU: Once per [Encounter], as a standard action you may use Dictum. Dictum deals 1d8 damage per level to all opponents within [Close] range and leaves them [Dazed] for two [Rounds]. A successful Fort save (DC 10 + ½ your character level + your KOM) halves the damage and negates the [Dazed] condition.

7th Circle – Res JudicataSU: When you use Axiomatic Aura, it now applies to attack rolls, skill checks and saving throws.