

TAVAR - has Truespeech - flies - DR - Spell Resist 20 - Has TrueSeeing

Tavar focuses its attacks on lightly armored targets first. When only one foe remains, it uses *lesser geas* to attempt to force that PC to lead it to Carlin Nestor.

AC 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural)

HP 115

Large (10 ft. reach) - **DR 5/chaotic; SR 18**

At will: Dispel Magic - Fear (DC17 Will) 30 ft. cone, Panicked for 10 rounds or Shaken 1 round - Hold Person (DC 16 Will + 1/round) - 3/day Hold Monster (DC 18 Will + 1/round)

Mobility = +4 AC vs. AoOs when moving - **Vital Strike = if moves, do only 1 attack at damage of 4d6+7 plus 1d6 electricity and trip**

Inevitables are living outsiders, but bodies are constructed of physical components, and function as constructs. Inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

MALINI

Before Combat Malini casts *shield of faith* and *resist energy (cold)* on herself if she anticipates combat. These are not included in her statistics.

During Combat Malini casts spiritual weapon before relying on her other spells and crossbow to chase off her foes. She makes a token attempt to avoid catching her wares in the area of her fire spells, but she knows most of her merchandise is resilient enough to survive an errant spell.

Morale If reduced to fewer than 10 hit points, Malini flees.

DR 5/magic; Immune fatigue, fire - vulnerability to cold

Breath weapon every 1d4 rounds (c.f.) - 25% to summon Fire Mephit

5/day: Hold Person (DC16 Will) - Spiritual Weapon +7 to hit / 1d8+1 damage

7/day: Burning Hands 5d4 (DC15) - Command (DC15) - Sanctuary (DC15)

JUNK GOLEMS

During Combat The junk golems attack the nearest creatures.

DR 5/adamantine; Immune construct traits, magic (immune to all spells with SR)

Fast Healing 2

grease affects the junk golem as if it were *haste* for 1d6 rounds and ends any *slow* effect.

Each slam can give Disease (c.f.) - can turn into a Swarm (Discorporate)

VASSIGO

DR 5/good or silver; Immune to fire, poison; Resist acid 10, cold 10 - Fast healing

Can go invisible at will - 1 suggestion - can change to boar, giant spider, rat, or raven)

CECAELIA

During Combat The cecaelia engages melee combatants to buy Soheila time to cast her spells.

Nothing special - has Grab, then Grapple

SOHEILA - large but only 5ft reach -

During Combat Soheila casts *invisibility* on herself to buy time to cast *mirror image* (1d4+2) and *shield*. She then either moves to bite a target she thinks she can overpower easily, or she uses her spells to attack a tough combatant.

Can use Suggestion (DC17 Will) - Acid Arrow 2d4 for 3 rounds - Magic Missile (4 missiles)

BASIRA - see page 21 for scaling encounter

During Combat Basira uses quickened *scorching rays* to soften up the nearest target before switching to melee attacks.

Large w. 10 ft reach - Immune Fire - Vuln' to cold - **Flies**

Heat: gives 1d6 dam. when hit in Melee, or when Grappled

Scorching Ray = 3 Rays, 3 ranged touch rolls, 4d6 Fire damage each (**has 3 as SWIFT**)

FireWall = lasts 11 rounds - 2d6 points of fire damage + 11 point of fire damage to those in it (220 ft. long or a ring of fire with a radius of up to 25 ft. - both 20 ft. high)

One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.