

GENERAL TAWARET

CREATURE 18

UNIQUE**LE****MEDIUM****UNDEAD**

Converted by VaranSL

Perception +29; darkvision

Languages Ancient Osiriani, Tekritanin

Skills Athletics +35, Intimidation +32, Religion +29, Driving Lore +28, Warfare Lore +30

Str +9, **Dex** +7, **Con** +6, **Int** +2, **Wis** +5, **Cha** +6

Items +2 greater resilient full plate, +2 greater striking keen shock greatsword, belt of regeneration, +2 greater striking composite longbow, x2 javelins of lightning, greater starshot arrow, lightning rod shot, moderate black tendril shot, chariot of the conqueror (see below)

AC 42; **Fort** +34, **Ref** +31, **Will** +29

HP 335 (negative healing, rejuvenation); **Immunities** cold, death, disease, paralyzed, poison, unconscious

Attack of Opportunity ↻

Sacrilegious Aura (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, General Tawaret automatically attempts to counteract it, with a +26 counteract modifier.

Speed 25 feet

Melee ♦ greatsword +35 [+30/+25] (electricity, magical, versatile P), **Damage** 3d12+17 slashing plus 1d6 electricity and keen

Ranged ♦ longbow +33 [+28/+23] (deadly d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 3d8+12 piercing

Devastating Blast ♦♦ (arcane, cold, evocation) General Tawaret unleashes a 30-foot cone of energy. Creatures in the area take 10d12 cold damage (DC 40 basic Reflex save). General Tawaret can use this ability once every 1d4 rounds.

Graveknight's Curse This curse affects anyone who wears a graveknight's armor for at least 1 hour. **Saving Throw** DC 42 Will save; Onset 1 hour; **Stage 1** doomed 1 and cannot remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and cannot remove the armor (1 day); **Stage 3** dies and transforms into the armor's graveknight.

Weapon Master General Tawaret has access to the critical specialization effects of any weapons she wields.

Chariot of the Conqueror Vehicle 15

Unique / Large

Price 13,000 gp

This fantastic vehicle was fashioned specifically for General Tawaret, who rode it into battle throughout her military career. The chariot is pulled by a team of two ghostly manticores controlled by beaded reigns.

Space 5 feet long, 10 feet wide, 4 feet high

Crew 1 pilot (see Ghost Ride), 1 passenger

Piloting Check Driving Lore (DC 34) or Arcana or Nature (DC 36 to command the ghostly manticores)

AC 31; **Fort** +25

Hardness 20, **HP** 250 (BT 125); **Immunities** critical hits, object immunities, precision damage

Speed 150 feet, fly 150 feet (pulled by two ghostly manticores)

Collision 9d10 (DC 34)

collision save (at 50%)

Ghost Ride ♦♦ (concentrate, verbal); **Frequency** once per day; **Duration** 1 hour; **Effect** The ghostly manticores pilot the chariot based on the verbal commands from the pilot (no action required). The manticores have a +22 bonus to their Piloting Lore check.

Ghostly Manticores The chariot is pulled by two ghostly manticores. They share the statistics of the chariot and can take no other action but to pull the chariot.

All-Terrain The chariot ignores difficult terrain and is under the effects of a permanent arcane water walk spell.