

GM Packet

THE CELESTIAL LICH
KUBLACON 2012

Read to the players:

Lloth has come to me and granted me a vision. The Celestial Lich, a great being of power that long ago disappeared in the Aether has awakened and is leaving his home planet. A great fleet has been assembled of drow, men, halflings and dwarves. We unfortunately must work together to stop him. You are being assembled as an elite strike team.

First you will land on AetherWorld. You will scuttle his remaining fleet to prevent it from joining his fleet in space. After that, you will proceed to his Temple, where one of the keys to summon his phylactery is hidden. Afterwards, you will join with the other 3 races to summon his phylactery and destroy it.

The space fleet will encounter the lich himself. But be warned, should the fleet fail, you may have to take up the mantle.

Additionally, you should destroy at least half of the human and dwarven strike teams. The final battle should provide ample opportunity to do so. Be wary and smart, the planet just may take care of this for you.

GM Info:

The drow secret victory condition is to have the human and dwarven teams lose 50% or more of their characters at the end. The phylactery must be recovered as well.

The drow start stage 1 at the Harbor, and then proceed to stage 2 in the Temple.

Read to the players:

The Celestial Lich, a great being of power that long ago disappeared in the Aether has awakened and is leaving his home planet. A great fleet has been assembled of drow, men, halflings and dwarves. We unfortunately must work together to stop him. You are being assembled as an elite strike team.

First you will land on AetherWorld. You will descend into a series of caves and disable a planetary shield. After that, you will proceed to his personal wine cellar, where one of the keys to summon his phylactery is hidden. Afterwards, you will join with the other 3 races to summon his phylactery.

You must do what you can to make sure that the phylactery is not destroyed. We do not believe the fleet will be successful in defeating the lich, and we have made a deal with him to preserve our homelands when he arrives. He has promised to resurrect you, should you die in the process.

GM Info:

The dwarf secret victory condition is for the destruction of the phylactery to fail, by any means necessary.

The dwarves start in the Caverns in stage 1, and then proceed to the Wine Cellar in stage 2.

Read to the players:

The Celestial Lich, a great being of power that long ago disappeared in the Aether has awakened and is leaving his home planet. A great fleet has been assembled of drow, men, halflings and dwarves. We unfortunately must work together to stop him. You are being assembled as an elite strike team.

First you will land on AetherWorld. You will secure a pre-determined area for a landing zone for the main invasion forces. After that, you will proceed to a cavern complex, where one of the keys to summon his phylactery is hidden. Afterwards, you will join with the other 3 races to summon his phylactery and destroy it.

The space fleet will encounter the lich himself. But be warned, should the fleet fail, you may have to take up the mantle.

Additionally, we as halflings cannot afford to lose the cream of our warriors. Do whatever you can to stay alive.

GM Info:

The Halfling secret victory condition is to lose no more than 1 character during the game, while still reaching and fighting in the final stage. They can win whether or not the phylactery is destroyed, but they may not flee until at least one other race has been wiped out.

Read to the players:

The Celestial Lich, a great being of power that long ago disappeared in the Aether has awakened and is leaving his home planet. A great fleet has been assembled of drow, men, halflings and dwarves. We unfortunately must work together to stop him. You are being assembled as an elite strike team.

First you will land on AetherWorld. You will proceed to a small town, where a planetside weapon that can reach space is located. You will destroy it. After that, you will journey to his Crypt complex, where one of the keys to summon his phylactery is hidden. Afterwards, you will join with the other 3 races to summon his phylactery and destroy it.

The space fleet will encounter the lich himself. But be warned, should the fleet fail, you may have to take up the mantle.

Additionally, you should do what you can to make sure at least 50% of the final combatants survive, in order to preserve the peace and maintain our good relations.

GM Info:

The human secret victory conditions are the at least 50% of the combatants in stage 3 must survive, and the phylactery must be destroyed.

Interaction with the Battlestations Game

There are two stages where there is interaction with the Battlestations game.

Stage 1) When the canon is destroyed, the Battlestations GM must be informed. Shots from the planet will cease.

When the shield generator is destroyed, it will open up the ability to use orbital bombardment in the final stage.

When the ships in the harbor are destroyed, the Battlestations GM must be informed. Reinforcements will stop

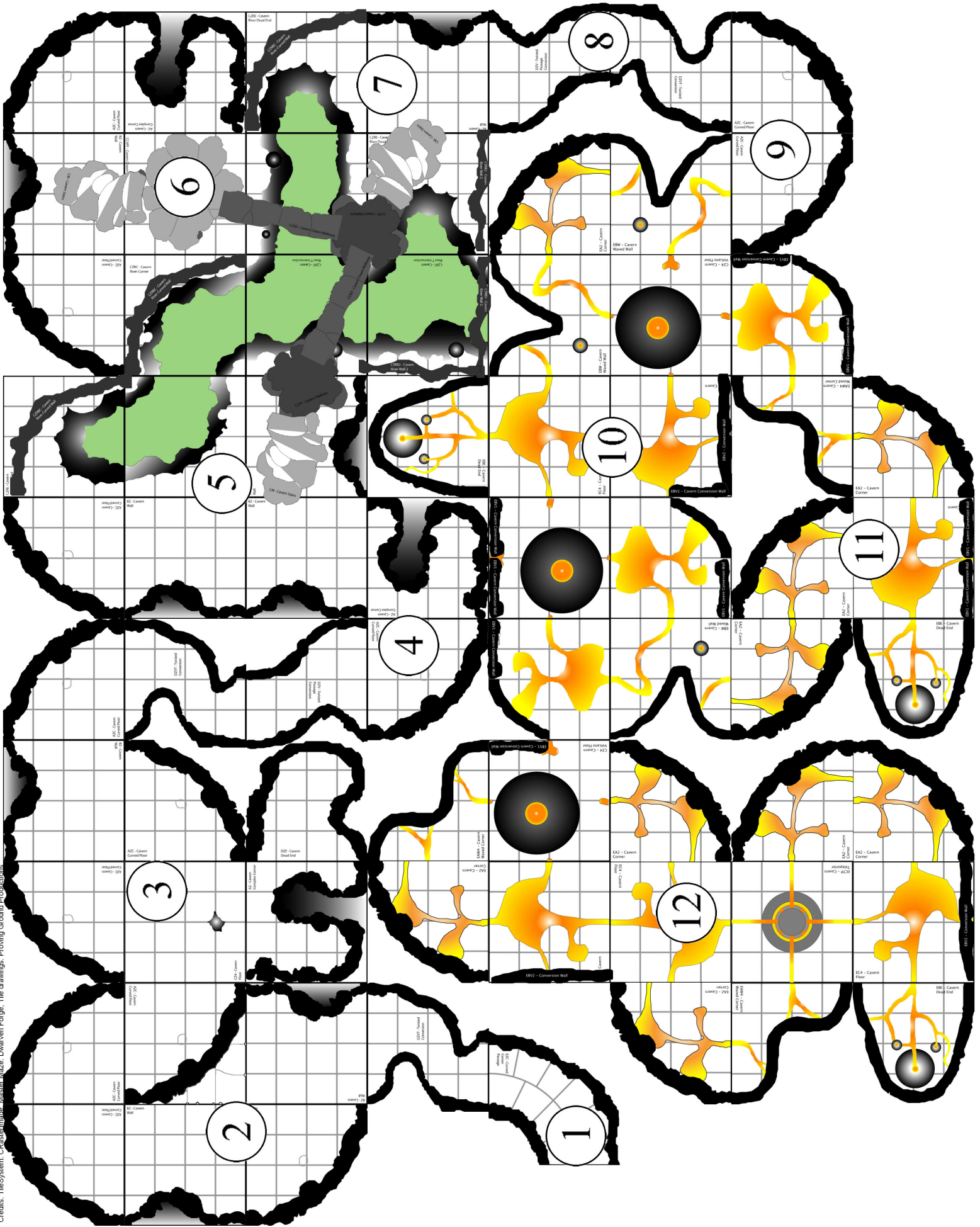
Stage 3) Each race may call in an orbital strike, assuming the shield was destroyed. The attack does 6d6 damage (3d6 to demilich) if it succeeds in the battlestations game. Each race may only do this once, and the race's ship must still be alive in the battlestations final stage.

Stage One

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Caverns

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1. Cave Entrance

Warm air blasts out of the cave entrance, stirring up swirls of dust.

The dust cuts visibility to 30'. Once inside, a light source is needed to see.

2. Dry Cave

A thick layer of dust covers the cavern floor.

The dust is thick in here, too. Visibility is also cut to 30'. In addition, the dust creates an **Explosive Dust Trap**.

Explosive Dust Trap CR 8

Type mechanical; **Perception** DC 26; **Disable Device** DC 27

Trigger location + flame source; **Reset** 1 day

Effect Exploding Dust (6d6 damage); DC 24 Reflex for half damage; multiple targets (all targets in building)

3. Holes

Several holes have been bored into the cavern floor. They are all filled with dust.

Some of the dust coalesces into a **Dust Ghoul**. Due to the dust and holes, treat the entire area 3 as difficult terrain.

Ghoul, Dust CR 8

CE Medium undead (air, earth, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 102 (12d8+36 plus 12)

Fort +9; Ref +9; Will +10

channel resistance +4; Immune undead traits

OFFENS

Speed 40 ft., fly 40 ft. (perfect), burrow 20 ft

Melee bite +16 (2d6+6)

2 claws +16 (1d8+6/19-20x3)

Special Attacks animate dust, augmented critical, earth mastery, paralyzing shriek

STATISTICS

Str 22, Dex 16, Con —, Int 14, Wis 14, Cha 16

Base Atk +9; CMB +15; CMD 28

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite)
Weapon Focus (claw)

Skills Acrobatics +15 (+19 jump), Climb +21, Fly +16, Intimidate +18, Knowledge (planes) +12,
Perception +17, Stealth +18 Languages Common

SQ limited flight

SPECIAL ABILITIES

Animate Dust (Su) Once per day, a dust ghoul can cause 1d4 ghostly humanoid-shaped creatures to materialize from an area of dust and earth within 100 feet. The dust ghoul can control and direct these creatures as long as it is “alive” and within 100 feet. The dust creatures have a speed of 10 feet and each has only one attack; a grapple. Each has a CMB equal to 1/2 dust ghoul’s HD + its Strength modifier (+12 CMB for the standard dust ghoul). A dust creature holds but does not harm creatures it grapples. The dust humanoids are immune to all attacks and spells, except water-based spells and effects. A gallon of water instantly destroys a dust humanoid. If the dust ghoul moves more than 100 feet away from a dust creature, that dust creature collapses into a pile of harmless dust. If the dust ghoul is destroyed, all dust creatures it animated collapse.

Augmented Critical (Ex) A dust ghoul’s claws are razor-sharp. It threatens a critical hit on an attack roll of 19-20. On a successful critical hit with a claw, it deals triple damage.

Earth Mastery (Ex) A dust ghoul gains a +1 bonus on attack and damage rolls if its foe is touching the ground. If an opponent is waterborne, the dust ghoul takes a -4 penalty on attack and damage rolls.

Limited Flight (Ex) A dust ghoul can fly for a number of minutes equal to its Charisma modifier (minimum 1). After that, it must rest for 10 minutes before it can fly again.

Paralyzing Shriek (Su) Once per minute, a dust ghoul can unleash a hellish shriek that paralyzes any creature within 60 feet that hears it. Affected creatures that succeed on a DC 19 Will save negate the paralysis. This is a mind-affecting, fear and sonic effect. The save DC is Charisma-based.

4. Small Cave

It feels a bit humid here.

The dampness in the air keeps the dust settled.

5. Bridge Entrance

Stone stairs lead up to a bridge that crosses a steamy, underground lake.

Standing atop the stairs, at the foot of the bridge is an **Efreeti**.

GENIE, EFREETI CR 8

Male Genie, Efreeti

LE Large Outsider (Extraplanar, Fire)

Init +7; Senses Darkvision (60 feet); Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+3 Dex, -1 size, +8 natural, +1 dodge)
hp 95 (10d10+40)
Fort +7, Ref +10, Will +9
Immune fire
Weakness Vulnerability to Cold

OFFENSE

Spd 20 ft., Flight (40 feet, Perfect)
Melee Masterwork Falchion +16/+11 (2d6+9/18-20/x2) and
Slam x2 (Genie, Efreeti) +10 x2 (1d8+3/20/x2) and
Unarmed Strike +15/+10 (1d4+6/20/x2)
Space 10 ft.; Reach 10 ft.
Special Attacks Change Size (DC 17), Heat
Spell-Like Abilities Change Size (DC 17), Detect Magic (Constant), Gaseous Form (1/day),
Invisibility (3/day), Permanent Image (1/day), Plane Shift (willing targets to elemental planes, ,
Produce Flame (At will), Pyrotechnics (At will), Quicken Spell-Like Ability (Scorching Ray)
(3/day), Scorching Ray (At will), Wall of Fire (3/day), Wish (to nongenies only) (3/day)

STATISTICS

Str 23, Dex 17, Con 18, Int 12, Wis 14, Cha 15
Base Atk +10; CMB +17; CMD 31
Feats Combat Casting, Combat Reflexes (4 AoO/round), Deceitful, Dodge, Improved Initiative,
Quicken Spell-Like Ability: Scorching Ray (3/day)
Skills Bluff +19, Craft (Enter Choice) +12, Disguise +10, Fly +13, Intimidate +15, Perception
+15, Sense Motive +15, Spellcraft +14, Stealth +8
Languages Aquan, Auran, Common, Ignan, Terran; Telepathy (100 feet)
SQ Change Shape (humanoid or giant, alter self or giant form I) (Su)
Combat Gear Masterwork Falchion;

SPECIAL ABILITIES

Change Shape (humanoid or giant, alter self or giant form I) (Su) You can change your form.
Change Size (DC 17) (Sp) Twice per day, an efreeti can magically change a creature's size. This
works just like an enlarge person or reduce person spell (the efreeti chooses when using the
ability), except that the ability can work on the efreeti. A DC 13 Fortitude save nega
Combat Casting +4 to Concentration checks to cast while on the defensive.
Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and
may make them while flat-footed.
Darkvision (60 feet) You can see in the dark (black and white vision only).
Flight (40 feet, Perfect) You can fly!

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples. The efreet (singular efreeti) are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Immunity to Fire You are immune to fire damage.

Quicken Spell-Like Ability: Scorching Ray (3/day) Spell-like ability is cast as a swift action up to 3/day.

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

6. Bridge Room

The stone bridge crosses the lake and heads down into a steamy room.

A DC 28 Perception check reveals a small, buried cache of potions near the back wall. There is a *potion of cure moderate wounds* and a *potion of cure serious wounds*.

7. Bridge Exit

The air on this side of the bridge is warmer and drier.

Warm air seems to be flowing in from down passage 8.

8. Passage

A narrow passage cuts through the rock.

The passage is littered with small vent holes, which make up the **Vent-Hole Trap**.

Vent-Hole Trap CR 8

Type mechanical; **Perception** DC 28; **Disable Device** DC 28

Trigger location; **Reset** every hour

Effect Venting Steam (4d6 damage); DC 24 Reflex for half damage; multiple targets (all targets in building)

9. Bend

The cave passage is dusted with soot.

The soot comes from the ash generated in the rest of the cave. It reaches the moister air here and settles on the floor.

10. Large Lava Room

Several pools of lava are bubbling in the floor. A few stone mounds rise from the rocky floor, belching flame and smoke.

In this cavern are 2 **Magma Oozes**. Each one is hiding in one of the lava pools and will surprise the party unless detected with a DC 27 Perception check.

MAGMA OOZE CR 7

Male Magma Ooze

NN Large Ooze (Fire)

Init -5; Senses Blindsight (60 feet); Perception -5

DEFENSE

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 85 (9d8+45)

Fort +8, Ref -2, Will -2

Defensive Abilities Ooze Traits; Immune flanking, critical hits, fire, paralysis, poison, polymorph, precision damage, sleep, stunning

Weakness Vulnerability to Cold, Vulnerability to Water

OFFENSE

Spd 10 ft., Climbing (10 feet)

Melee Constrict (Magma Ooze) +14 (2d6+13/20/x2) and

Slam (Magma Ooze) +14 (2d6+13/20/x2) and

Unarmed Strike +14/+9 (1d4+9/20/x2)

Space 10 ft.; Reach 5 ft.

Special Attacks Burn (2d6) (DC 19)

STATISTICS

Str 28, Dex 1, Con 21, Int -, Wis 1, Cha 1

Base Atk +6; CMB +16; CMD 21 (can't be Tripped)

Feats

Skills Climb +17, Fly -7, Stealth -9

Languages

SQ Lava Body (DC 19) (Ex)

SPECIAL ABILITIES

Blindsight (60 feet) Sense things and creatures without seeing them.

Burn (2d6) (DC 19) (Ex) If you hit an opponent or they touch you, you inflict fire damage.

Climbing (10 feet) You have a Climb speed.

Immune to Flanking You are immune to flanking.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Fire You are immune to fire damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Lava Body (DC 19) (Ex) The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

Vulnerability to Water (Ex) A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2

11. Small Lava Room

More pools of lava are inset into the cinder-strewn floor.

In the far end of this cavern, near the small lava mound is a diamond that acts like a *pearl of power* (1st). It can be found with a DC 31 Perception check. Picking up the diamond requires a DC 22 Fortitude save or the character takes 1d6 fire damage.

12. Lava Fountain

A crafted stone fountain pumps out lava from underground. It seems to be the main feeder source for the pools.

The fountain is actually the source of power for the planetary shield. It can be destroyed with a DC 28 Spellcraft or Dungeoneering check. Once the characters approach the fountain, 4 **Terra Cotta Soldiers** animate and attack.

TERRA-COTTA SOLDIER CR 6

Male Terra-Cotta Soldier

NN Medium Construct

Init +7; Senses Darkvision (60 feet), Low-Light Vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10)

Fort +2, Ref +5, Will +2

DR 5/bludgeoning; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, fire, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning; SR 17

OFFENSE

Spd 30 ft.

Melee Longsword +10/+5 (1d8+3/19-20/x2) and
Shortsword +10 (1d6+1/19-20/x2) and
Slam x2 (Terra-Cotta Soldier) +6 x2 (1d6+1/20/x2) and
Unarmed Strike +11/+6 (1d3+3/20/x2)

Special Attacks Keen Weapons, Rank Fighting

STATISTICS

Str 16, Dex 16, Con -, Int 1, Wis 11, Cha 1

Base Atk +8; CMB +11; CMD 24

Feats Improved Initiative, Two-weapon Fighting, Weapon Focus: Longsword, Weapon Focus:
Shortsword

Skills Perception +8

Languages

Combat Gear Longsword, Shortsword;

SPECIAL ABILITIES

Construct Traits (+20 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is a death effect).
Damage Reduction (5/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Fire You are immune to fire damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Keen Weapons (Su) After 1st round of combat, any weapons wielded gain the keen property.

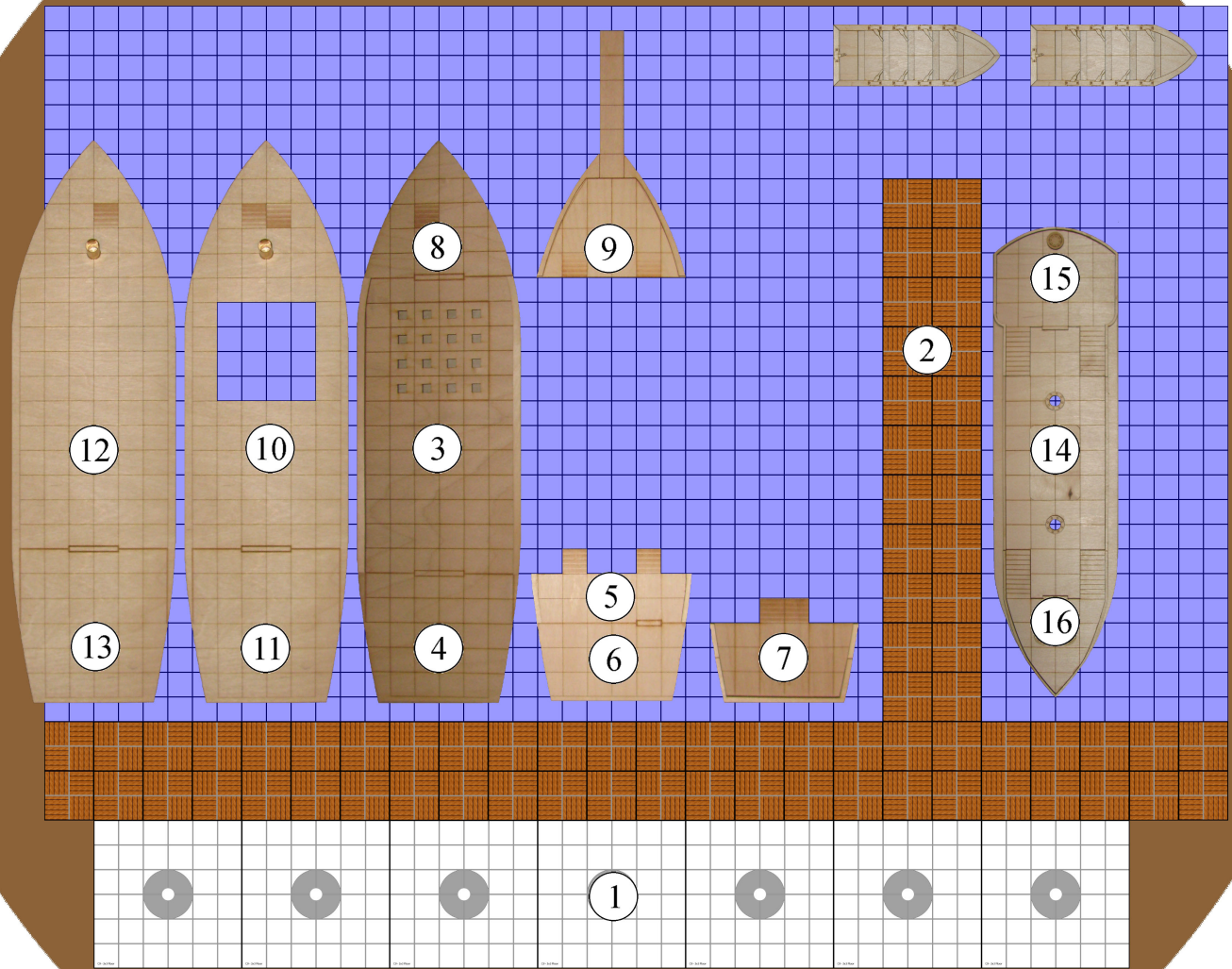
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Rank Fighting (Ex) When adjacent to another terra cotta soldier, gain +2 to AC, saves, att & dam.

Spell Resistance (17) You have Spell Resistance.

Harbor

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1. Wharf

The flagstones give way to wooden planks and pilings. Two large ships are nestled up against the pier, the “Stranger’s Wake” on the left and the “Bloodletter” on the right.

8 **Sahuagin** drop their loading tasks and attack the party. In one of the dropped crates is a *pearl of power* (1st). (DC 26 Perception)

SAHUAGIN CR 2

Male Sahuagin

LE Medium Monstrous Humanoid (Aquatic)

Init +1; Senses Blindsight (30 feet), Darkvision (60 feet); Perception +6

DEFENSE-----
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d10+4)

Fort +4, Ref +4, Will +4

Weakness Light Blindness

OFFENSE-----
Spd 30 ft., Swimming (60 feet)

Melee Bite (Sahuagin) -1 (1d4+1/20/x2) and

Claw x2 (Sahuagin) -1 x2 (1d4+1/20/x2) and

Trident +4 (1d8+3/20/x2) and

Unarmed Strike +4 (1d3+2/20/x2)

Ranged Crossbow, Heavy +3 (1d10/19-20/x2)

STATISTICS-----
Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 9

Base Atk +2; CMB +4; CMD 15

Feats Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; Speak with Sharks

SQ Blood Frenzy (1/day) (Ex)

Combat Gear Bolts, Crossbow (10), Crossbow, Heavy, Trident;

SPECIAL ABILITIES-----
Blindsight (30 feet) (Ex) Sense things and creatures without seeing them.

Blood Frenzy (1/day) (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Light Blindness (Ex) Blinded for 1r in bright light, dazzled as long as they remain in it.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as 'come here,' 'defend me,' or 'attack this target.'

Swimming (60 feet) You have a Swim speed.

2. Pier

Gangplanks lead from the pier to the ships. The water sloshes against the pier's pilings, dark and cold.

About halfway down the pier is **Pier Piledriver Trap**. One of the pilings opens up as planks on the pier collapse. The character falls into the open piling, which then closes, trapping and drowning the character.

Pier Piledriver Trap CR 8

Type mechanical; **Perception** DC 29; **Disable Device** DC 26

Trigger location; **Reset** Repair

Effect Crushing Piling (2d6 damage per round plus drowning); DC 24 Reflex avoids, DC 30 Escape Artist or CMD 25 Grapple to escape.

3. Midship

Cargo netting covers the opening to the cargo hold below. Cabins sit fore and aft ship.

The netting can be moved aside in 2 rounds, revealing a cargo grate. It can be removed with a DC 20 Strength check.

4. Mates' Cabin

Several bunks and footlockers have been haphazardly placed in this cabin.

There is nothing of value here.

5. Gangway

Ladders lead up to a cabin, and further up to the helm.

6. Captain's Cabin

A bunk, footlocker and table, made from fine, exotic wood are securely fastened to the deck. The table is covered in charts and navigation instruments.

A small chest is hidden under the footlocker, in the deck. (DC 27 Perception) It is locked (DC 27 Open Lock) but not trapped. Inside are a *potion of cure light wounds* and a *potion of cat's grace*.

7. Helm

The wheel of the ship is made from bones. Each handle grip is a human skull.

If the helm wheel is touched, the character must make a DC 24 Will save or be shaken for 20 game minutes.

8. Fore Cabin

Several beds, made from sailcloth, are slung on the walls.

There is nothing of interest here.

9. Bow

The anchor chains, connected to a large windlass, snake across the deck, connected to a large iron anchor.

The windlass is trapped with the **Snaking Anchor Chain Trap**. Any interaction with the windlass sets it off.

Snaking Anchor Chain Trap**CR 5**

Type mechanical; **Perception** DC 24; **Disable Device** DC 23

Trigger location; **Reset** Repair

Effect Snaking Chain Attack (+15 CMD attack or character is entangled in chain, thrown overboard, and starts drowning. Character can escape with a DC 22 Escape Artist check or a CMD 17 Grapple.

10. Main Cargo Hold

It looks like the cargo has been emptied. Light filters in from above illuminating the 2 cannon on each side. A barrel of powder and a neat stack of cannonballs are next to every cannon.

The cannon are actually 4 **Animated Cannon** (Large Animated Object)

ANIMATED OBJECT (LARGE) CR 5

Male Animated Object (Large)

NN Large Construct

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, -1 size, +6 natural)

hp 52 (4d10)

Fort +1, Ref +0, Will -4

Defensive Abilities Hardness 5; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 30 ft.

Melee Slam (Animated Object (Large)) +9 (2d6+9/20/x2) and
Unarmed Strike +9 (1d4+6/20/x2)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 22, Dex 8, Con -, Int -, Wis 1, Cha 1

Base Atk +4; CMB +11; CMD 20

Feats

Skills Fly -3, Stealth -5

Languages

SPECIAL ABILITIES

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is a death effect).
Darkvision (60 feet) You can see in the dark (black and white vision only).

Hardness 5 Subtract Hardness from damage done.

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

11. Galley

A small galley is tucked into the corner. The rest of the space is devoted to storage. Crates and barrels are jammed up against the bulkheads.

When a character(s) enter, they will set off the Rogue Wave Trap.

Rogue Wave Trap CR 6

Type mechanical; **Perception** -; **Disable Device** -

Trigger location; **Reset** none

Effect Rogue Wave (DC 22 Reflex or knocked prone); multiple targets (all characters); Collapsing Storage (3d6 damage, DC 24 Reflex for half damage); multiple targets (all targets in Area 11)

12. Lower Hold

The deck is covered in about an eighth of an inch of murky water. A dead, bloated rat is partially submerged in the water.

There is nothing of interest here.

13. Crew Quarters

These quarters house the common crew. Sailcloth slings and moldy rotting bedding pack this dark, dank space.

Hidden in the bedding is *universal solvent*. (DC 27 Perception)

14. Midship

Cargo has been stacked on deck, ready for moving below.

Once characters board the ship, feel free to switch to a lengthy cut scene where the **Pale Stranger** regales the party with stories of their demise and how the Celestial Lich is going to subjugate their entire planet. Then he attacks. He will attempt to move the combat to the Bow. (area 16)

PALE STRANGER CR 10

Male Pale Stranger

NE Medium Undead

Init +9; Senses Darkvision (60 feet); Perception +22

Aura Fear Aura (10 feet) (DC 21)

DEFENSE

AC 25, touch 19, flat-footed 19 (+2 armor, +5 Dex, +4 natural, +1 dodge)

hp 127 (15d8+60)

Fort +9, Ref +10, Will +13

Defensive Abilities Channel Resistance +4; DR 10/bludgeoning, 10/magic; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; SR 21

 OFFENSE

 Spd 30 ft.
 Melee Unarmed Strike +14/+9/+4 (1d3+3/20/x2)
 Ranged +1 Pistol +15/+10/+5 (1d8+1/19-20/x4) and
 +1 Pistol +15/+10 (1d8+1/19-20/x4)
 Special Attacks Pistols, Stranger's Shot

 STATISTICS

 Str 17, Dex 21, Con -, Int 11, Wis 18, Cha 18
 Base Atk +11; CMB +14; CMD 33
 Feats Deadly Aim -3/+6, Dodge, Improved Critical: Pistol, Improved Initiative, Improved Two-
 weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw, Two-weapon Fighting
 Skills Acrobatics +13, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim
 +8
 Languages Common
 SQ Stranger's Luck (Su)
 Combat Gear +1 Pistol, +1 Pistol, Leather;

 SPECIAL ABILITIES

 Channel Resistance +4 +4 bonus to save vs. Channel Energy.
 Damage Reduction (10/bludgeoning) You have Damage Reduction against all except
 Bludgeoning attacks.
 Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.
 Darkvision (60 feet) You can see in the dark (black and white vision only).
 Deadly Aim -3/+6 Trade a penalty to ranged attacks for a bonus to ranged damage.
 Fear Aura (10 feet) (DC 21) Foes within radius are affected by the fear spell.
 Immune to Ability Drain Immune to ability drain
 Immune to Bleeds You are immune to bleeds.
 Immune to Death Effects You are immune to death effects.
 Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immune to Physical Ability Damage Immune to ability damage to your physical abilities.
 Immunity to Disease You are immune to diseases.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Pistols (Su) Need no ammo, instant reload, no AoO for firing in melee, treat them as light.

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot You don't get -4 to hit when shooting or throwing into combat.

Quick Draw Draw a weapon as a free action. Throw at full rate of attacks.

Spell Resistance (21) You have Spell Resistance.

Stranger's Luck (Su) No chance of misfire when using firearms.

Stranger's Shot (Ex) As full rd action make touch att that does +6d6 dam, auto confirm threats.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

15. Stern

A large wheel, made from polished ivory, steers the ship.

There is nothing of interest here.

16. Bow

Stacks of sails and coiled rope cover the deck.

There is a Sheet Trap here. The Pale Stranger is not affected.

Sheet Trap CR 3

Type mechanical; **Perception** DC 23; **Disable Device** DC 21

Trigger location; **Reset** none

Effect Sheet Attack (DC 21 Reflex or character is knocked prone and entangled, DC 18 Escape Artist or CMD 15 Grapple to escape); multiple targets (all targets on bow); Once attacked, will not attack the same target again. Treat entire bow as difficult terrain.

17. Dinghies

Two small dinghies have been beached here; each with 4 oars and stacked with barrels.

The barrels are full of special black powder and are needed to blow up the ships. However, there are 2 **Witchwyrd** on the little boats, one on each. If the characters have already been on one or more of the ships, the boats will be about 20' offshore.

WITCHWYRD CR 6

Male Witchwyrd

LN Medium Monstrous Humanoid

Init +6; Senses Darkvision (60 feet); Perception +8

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 natural)

hp 68 (8d10+24)

Fort +7, Ref +8, Will +9

Defensive Abilities Absorb Force; DR 5/magic

OFFENSE

Spd 30 ft.

Melee Ranscur +11/+6 (2d4+4/20/x3) and

Slam x4 (Witchwyrd) +6 x4 (1d4+1/20/x2) and

Unarmed Strike +11/+6 (1d3+3/20/x2)

Special Attacks Force Bolt, Grab

Spell-Like Abilities Detect Magic (Constant), Dimension Door (1/day), Dispel Magic (3/day), Displacement (3/day), Floating Disk (Constant), Mage Armor (Constant), Resilient Sphere (1/day), Resist Energy (one at a time) (Constant), Suggestion (3/day), Tongues (Constant), Unseen Servant (Constant)

STATISTICS

Str 16, Dex 15, Con 17, Int 18, Wis 13, Cha 20

Base Atk +8; CMB +11 (+15 Grappling); CMD 23

Feats Deflect Arrows, Great Fortitude, Improved Initiative, Iron Will, Persuasive

Skills Appraise +12, Bluff +13, Diplomacy +11, Intimidate +18, Knowledge (Arcana) +12,

Knowledge (Geography) +12, Knowledge (Planes) +12, Perception +8, Sense Motive +5, Use Magic Device +9

Languages Common, Draconic

Combat Gear Ranscur;

SPECIAL ABILITIES

Absorb Force (Su) Once per round, a witchwyrd can use a free hand to 'catch' a magic missile fired at it. This absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deflect Arrows Deflect an incoming arrow once per round.

Force Bolt (Su) A witchwyrd can 'throw' a magic missile (1d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a magic missile, it can throw an additional force bolt that round, expending the absorbed energy (maximum of two)

Grab (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Landing Zone

THE CELESTIAL LICH
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1. Landslide

You carefully make your way through the hills, spotting a clearing ahead.

The characters are met with a **Landslide Trap**.

Landslide Trap CR 9

Type mechanical; **Perception** DC 27; **Disable Device** DC 31

Trigger location; **Reset** None

Effect; Landslide (4d6 damage plus knocked prone, DC 24 Reflex save for half damage and negate prone); multiple targets (all targets)

2. Wave 1

As you approach the clearing, some of the plant life begins to move on it's own!

You are assaulted by 8 **Garden Ooze**.

GARDEN OOZE CR 2

Male Garden Ooze

NN Small Ooze

Init +3; Senses Blindsight (60 feet); Perception -5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, Ref +4, Will -4

Defensive Abilities Ooze Traits; Immune flanking, acid, critical hits, paralysis, poison, polymorph, precision damage, sleep, stunning

OFFENSE

Spd 20 ft., Climbing (20 feet)

Melee Slam (Garden Ooze) +3 (1d4/20/x2) and

Unarmed Strike +3 (1d2/20/x2)

Special Attacks Acid, Energy Damage: Slam (1d8 acid), Stink (1/day) (DC 13)

STATISTICS

Str 11, Dex 16, Con 15, Int -, Wis 1, Cha 2

Base Atk +2; CMB +1; CMD 14 (can't be Tripped)

Feats

Skills Climb +8, Fly +5, Stealth +7

Languages

SQ Camouflage (DC 15) (Ex)

SPECIAL ABILITIES

Acid (Ex) Acid only affects flesh, not plant matter or anything harder.

Blindsight (60 feet) Sense things and creatures without seeing them.

Camouflage (DC 15) (Ex) Perception to notice in plants, slam auto hits if unaware foe enters square.

Climbing (20 feet) You have a Climb speed.

Energy Damage: Slam (1d8 acid) (Ex) The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

Immune to Flanking You are immune to flanking.

Immunity to Acid You are immune to acid damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Stink (1/day) (DC 13) (Ex) Release gas in 5 ft rad center on self, sickens living foes for d3 rds (Fort neg).

3. Wave 2

Having dealt with the killer ground cover, you make your way towards the outer ring of trees. Screeches can be heard from the branches.

4 **Harpy** drop from the trees to attack.

HARPY CR 4

Male Harpy

CE Medium Monstrous Humanoid

Init +2; Senses Darkvision (60 feet); Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 natural, +1 dodge)

hp 38 (7d10)

Fort +4, Ref +7, Will +6

OFFENSE

Spd 20 ft., Flight (80 feet, Average)

Melee Morningstar +8/+3 (1d8+1/20/x2) and

Talon x2 (Harpy) +3 x2 (1d6/20/x2) and

Unarmed Strike +8/+3 (1d3+1/20/x2)

STATISTICS

 Str 12, Dex 15, Con 10, Int 7, Wis 12, Cha 17
 Base Atk +7; CMB +8; CMD 21
 Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus: Bluff
 Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (Sing) +5
 Languages Common
 SQ Captivating Song (DC 16) (Su)
 Combat Gear Leather, Morningstar;

SPECIAL ABILITIES

Captivating Song (DC 16) (Su) Creatures in 300 ft are captivated by song, approach and offer no resistance to attack (Will neg).

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (80 feet, Average) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

4. Needle Tree Trap

As you close to the clearing, the trees begin to shake, dropping needles.

The characters encounter the **Needle Tree Trap**.

Needle Tree Trap

CR 5

Type mechanical; **Perception** DC 27; **Disable Device** DC 26

Trigger location; **Reset** None

Effect Needle Attack (2d6 damage plus secondary attack, DC 22 Reflex save to negate); multiple targets (all targets); Secondary Attack (1d2 Con damage/round until DC 21 Fortitude save is made)

5. Wave 3

As you begin to leave the cover of the trees, a boulder whizzes past you, crashing into a tree trunk.

2 **Hill Giant** attack. They throw boulders until the party closes.

GIANT, HILL CR 7

Male Giant, Hill

CE Large Humanoid (Giant)

Init -1; Senses Low-Light Vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, -1 size, +9 natural)

hp 85 (10d8+40)

Fort +11, Ref +2, Will +3

Defensive Abilities Rock Catching

 OFFENSE

Spd 30 ft.

Melee Greatclub +14/+9 (2d8+10/20/x2) and
 Slam x2 (Giant, Hill) +8 x2 (1d8+3/20/x2) and
 Unarmed Strike +13/+8 (1d4+7/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Rock Throwing (120 feet)

 STATISTICS

Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Base Atk +7; CMB +15; CMD 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency: Greatclub, Power Attack -2/+4, Weapon Focus: Greatclub

Skills Acrobatics -4, Climb +10, Escape Artist -4, Fly -6, Intimidate +12, Perception +6, Ride -4, Stealth -8, Swim +4

Languages Giant

Combat Gear Greatclub, Hide;

 SPECIAL ABILITIES

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Rock Catching (Ex) You can catch rocks that are thrown at you with a successful Reflex save.

Rock Throwing (120 feet) (Ex) You can throw big rocks. They hurt.

6. Wave 4

The landing zone seems secure... secure until a huge pulsating ball of grey energy rises up from the ground.

The last guardian is a **Greater Negative Energy Elemental**.

Greater Negative Energy Elemental CR 10

N Huge outsider (elemental, extraplanar)

Init +13; Senses darkvision 60 ft.; Perception +16

Aura negative energy (40 ft. radius)

 DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 123 (13d10+52)

Fort +8; Ref +17; Will +8

DR 10/—; Immune elemental traits

 OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +21 (2d8+5 plus 2d8 negative energy plus energy drain)

Space 15 ft.; Reach 15 ft.

Special Attacks channel negative energy 5/day (7d6, DC 18), death throes (40 ft. radius, DC 20, 6d8 negative energy damage), energy drain (2 levels, DC 20), negative energy

 STATISTICS

Str 20, Dex 29, Con 18, Int 10, Wis 11 Cha 11

Base Atk +13; CMB +20; CMD 40

Feats Blind-Fight, Combat Reflexes, Dodge, Extra Channel, Flyby Attack, Improved InitiativeB, Spring Attack, Weapon FinesseB, Weapon Focus (slam)

Skills Fly +25, Intimidate +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +16, Stealth +17

 SPECIAL ABILITIES

Death Throes (Su) A negative energy elemental that is killed explodes in a flash of swirling negative energy that affects all within the area (the radius for its death throes ability is the same as the radius for its negative energy aura). Living creatures within the area take 1d8 points of negative energy damage per two HD of the elemental. Negative energy based creatures and undead gain hit points equal to the amount of damage the death throes would have otherwise dealt. (The rules for temporary hit points and doubling hit points as detailed under the elemental's negative energy apply here.) A successful Reflex DC (save DC same as the elemental's negative energy save DC) reduces the damage by half.

Negative Energy (Ex) A negative energy elemental infuses a target hit by its slam attack with negative energy. This deals extra damage to a living target (as listed in the statistics block) but heals undead (and other negative energy based creatures) by the same amount. Undead (and other negative energy based creatures) can be healed above their normal hit point total, gaining extra hit points as temporary hit points. These temporary hit points disappear 1 minute later.

Creatures healed to twice their normal hit points (that is, a creature whose

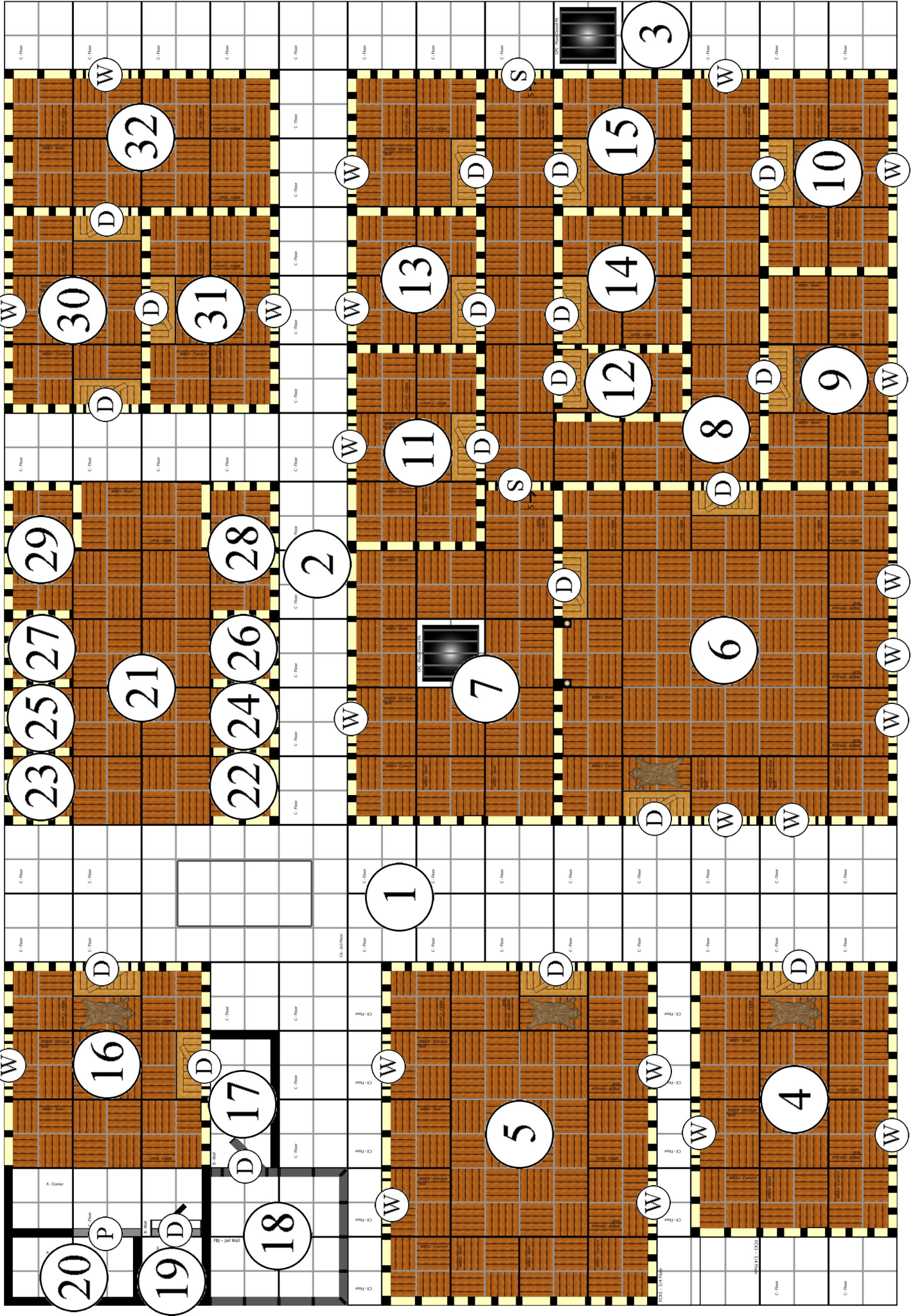
Negative Energy Channeling (Su) A Large or larger negative energy elemental can channel negative energy as a cleric whose level equals the elemental's Hit Dice. The Will save DC includes a +2 racial bonus.

Negative Energy Aura (Su) A negative energy elemental radiates an aura of pure negative energy around it. (See the table for the area each elemental affects.) Within a negative energy elemental's aura, class abilities that use negative energy, such as negative energy channeling or the Command Undead feat, function as if the user were 2 levels higher. Additionally, spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. This aura does not affect the negative energy channeling ability of the negative energy elemental using it, and its effects do

not stack with those of other negative energy elementals. Within a negative energy elemental's aura, class abilities that use positive energy, such as positive energy channeling or the Turn Undead feat, function as if the user were 2 levels lower. Spells and spell-like abilities that use positive energy, including cure spells, require the caster to succeed on a Concentration check (DC 15 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Town

THE CELESTIAL LICH
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1. Main Street

The stone-paved road runs right through the middle of this small hamlet. A few alleyways connect to the road.

A DC 20 Perception check reveals noises coming from area 6.

2. Alley

Strange noises can be heard coming from the stables. A shimmering sphere surrounds the entire stables.

A DC 25 Spellcraft check will identify the sphere as a magic creation, pulling arcane power from a nearby source.

3. Alley with Grate

The alley slopes gently down towards a grate, where the runoff slowly drains away.

The grate is securely fastened in place. About 6 feet down is a *potion of cure light wounds*. (DC 22 Perception) It takes a DC 21 Sleight of Hand check to retrieve it.

4. General Goods Store

This small store looks as if it was hastily looted. Broken crockery and spilled food litter the floor. Several shelves have been knocked over, and drawers have been pulled out of chests and tossed on the ground.

Some of the shelves that were broken were actually load-bearing columns. If the party searches, they will set off the **Collapsing Roof Trap**. A DC 20 Perception check while searching reveals a *potion of cure light wounds* among the debris.

Collapsing Roof Trap**CR 3****Type** mechanical; **Perception** DC 21; **Disable Device** DC 18**Trigger** location; **Reset** none**Effect** Collapsed ceiling (2d6 damage); DC 18 Reflex for half damage; multiple targets (all targets in building)**5. Warehouse**

Several glowing cylinders, sitting on brass tripods, line the walls. A strange, smoking construction stands guard here.

The door to this building is locked, and can only be opened with the key from the Ogre Magi. An **Alchemical Golem** guards the cylinders, which stores the magical energy that powers the shield around the cannon. The cylinders can be destroyed with a DC 30 Spellcraft check.

GOLEM, ALCHEMICAL CR 9

Male Golem, Alchemical

NN Large Construct

Init +4; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE-----
AC 23, touch 13, flat-footed 19 (+4 Dex, -1 size, +10 natural)

hp 86 (12d10)

Fort +4, Ref +8, Will +4

DR 10/adamantine or bludgeoning; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE-----
Spd 30 ft.

Melee Slam x2 (Golem, Alchemical) +19 x2 (2d8+8/20/x2) and

Unarmed Strike +19/+14/+9 (1d4+8/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Alchemy (DC 16), Bombs, Splash

STATISTICS-----
Str 27, Dex 18, Con -, Int -, Wis 11, Cha 1

Base Atk +12; CMB +21; CMD 35

Feats

Skills Fly +2, Stealth +0

SPECIAL ABILITIES-----
Alchemy (DC 16) (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can either deal 1d6 points of acid, cold, electricity, or fire damage, or cause the target to become sickened (Fortitude DC

Bombs (Ex) As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical go

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effe

Damage Reduction (10/adamantine or bludgeoning) You have Damage Reduction against all except Adamantine or Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) An alchemical golem is immune to spells or spell-like abilities that allow spell resistance, save for spells with the sonic descriptor. Shatter

damages an alchemical golem as if it were a crystalline creature.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit.

6. Common Room

The common room of the Plump Wench Inn has a few tables and chairs. A few of the tables still have half-eaten dinners left on them. A couple of kegs have been tapped, and the ogres in here are deep in their cups.

There are 6 **Ogres** in here that are not as drunk as they seem. They will attack intruders on sight.

OGRE CR 3

Male Ogre

CE Large Humanoid (Giant)

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, -1 size, +5 natural)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

OFFENSE

Spd 30 ft.

Melee Greatclub +7 (2d8+7/20/x2) and

Javelin +3 (1d8+5/20/x2) and

Unarmed Strike +7 (1d4+5/20/x2)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Base Atk +3; CMB +9; CMD 18

Feats Iron Will, Toughness +4

Skills Acrobatics -4, Climb +7, Escape Artist -4, Fly -6, Perception +5, Ride -4, Stealth -8, Swim +2

Languages Giant

Combat Gear Greatclub, Hide, Javelin (4);

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

7. Kitchen

Dirty dishes litter the sinks and tables. Incoherent muttering can be heard coming from a large grate in the floor.

The grate is locked (DC 28 Disable Device to open) and covers a small larder. Trapped inside the larder is the proprietor of this inn. He describes how ogres and other, scarier creatures came here and ran off all his customers and took over the inn.

8. Hallway

A worn, but plush carpet runs up the middle of the hallway. Unlit sconces line the walls.

The secret doors at either end of the hallway can be located with a DC 24 Perception check. They can be opened with a secret catch quite easily.

9-15. Guest Rooms

These rooms appear to be clean and well maintained, although a few of them have some clothes and personal effects strewn about, as if someone had hastily packed and left.

In room 14 is an **Ogre Magi** who holds the key to Area 6. There is also a *potion of cure light wounds* tucked away under the bed. (DC 24 Perception)

ONI, OGRE MAGE CR 8

Male Oni, Ogre Mage

LE Large Outsider (Native, Oni, Shapechanger)

Init +7; Senses Darkvision (60 feet), Low-Light Vision; Perception +13

DEFENSE

AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, -1 size, +5 natural)

hp 92 (8d10+48); Regeneration 5

Fort +12, Ref +5, Will +10

SR 19

 OFFENSE

Spd 40 ft., Flight (60 feet, Good)

Melee Greatsword +14/+9 (3d6+10/19-20/x2) and

Unarmed Strike +14/+9 (1d4+7/20/x2)

Ranged Longbow, Comp. (Str +7) +10/+5 (2d6+7/20/x3)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities Charm Monster (1/day), Cone of Cold (1/day), Darkness (At will), Deep Slumber (1/day), Fly (Constant), Gaseous Form (1/day), Invisibility (At will)

 STATISTICS

Str 24, Dex 17, Con 23, Int 14, Wis 14, Cha 17

Base Atk +8; CMB +16; CMD 29

Feats Combat Expertise +/-3, Combat Reflexes (4 AoO/round), Improved Initiative, Iron Will

Skills Acrobatics +1, Bluff +14, Climb +5, Disguise +14, Escape Artist +1, Intimidate +14,

Knowledge (Arcana) +13, Perception +13, Ride +1, Sense Motive +13, Spellcraft +13, Stealth -3, Swim +5, Use Magic Device +14

Languages Common, Giant

SQ Change Shape (Small, Medium, or Large Humanoid; alter self or giant form I) (Su)

Combat Gear Arrows (20), Chain Shirt, Greatsword, Longbow, Comp. (Str +7);

 SPECIAL ABILITIES

Change Shape (Small, Medium, or Large Humanoid; alter self or giant form I) (Su) You can change your form.

Combat Expertise +/-3 Bonus to AC in exchange for an equal penalty to attack.

Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (60 feet, Good) You can fly!

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Regeneration 5 Heal HP quickly and cannot die.

Spell Resistance (19) You have Spell Resistance.

16. Constable's Office

One of the desks has been overturned. All the shackles and weapons that used to be in a rack are missing.

This area has been completely ransacked.

17-18. Private Quarters

A small hallway leads to a Spartan bedroom, containing nothing more than a bed, small wardrobe, table and a single chair.

Underneath the bed is an open chest. Some clothes have spilled out, and there are a few coins on the floor. A coin purse with 15gp and 27sp, and a single red gem worth 25gp are inside the chest.

19. Privy

From the smell, this place hasn't been cleaned in awhile.

There is nothing of interest here... well, plenty of interest, nothing of value.

20. Cell

The cell door is closed and locked. In the back of the cell is a dead body.

The body is human and has had his head bashed in with blunt force trauma.

21-29. Stables

As you approach the stables, energy beams shoot out into space.

Unless the shield has been disabled by destroying the arcane cylinders in Area 6, the characters will not be able to enter. Once inside, a **Clay Golem** manipulates and defends the cannon. The cannon can be destroyed with a DC 30 Dungeoneering check. Once destroyed, the cannon will cease firing upon the orbital fleet.

GOLEM, CLAY CR 10

Male Golem, Clay

NN Large Construct

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, -1 size, +16 natural)

hp 101 (13d10)

Fort +4, Ref +3, Will +4

DR 10/adamantine, 10/bludgeoning; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Slam x2 (Golem, Clay) +19 x2 (2d10+7/20/x2) and

Unarmed Strike +19/+14/+9 (1d4+7/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Berserk, Cursed Wound, Haste

 STATISTICS

Str 24, Dex 9, Con -, Int -, Wis 11, Cha 1
 Base Atk +13; CMB +21; CMD 30

Feats

Skills Fly -3, Stealth -5

 SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injury

Damage Reduction (10/adamantine) You have Damage Reduction against all except Adamantine attacks.

Damage Reduction (10/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. **Move Earth** A move earth spell drives the golem back 120 feet and d

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

30. Parlor

Two large overstuffed chairs dominate the room, dwarfing the small serving table set between them.

An empty carafe of wine sits on the table. Beside it are two half full glasses and a book. The book is a history of an ancient lich who discovered a means to travel among the stars.

31. Bedroom

This bedroom, while not extravagant, is nicely furnished with a large bed, thick comforter, an oak wardrobe, and an inlaid writing desk.

Receipts for digging equipment and other supplies are on the desk. Inside the wardrobe are a few fancy outfits, and empty spaces for other clothes that are not there.

32. Bedroom

Two sets of bunk beds and several footlockers are in this bedroom.

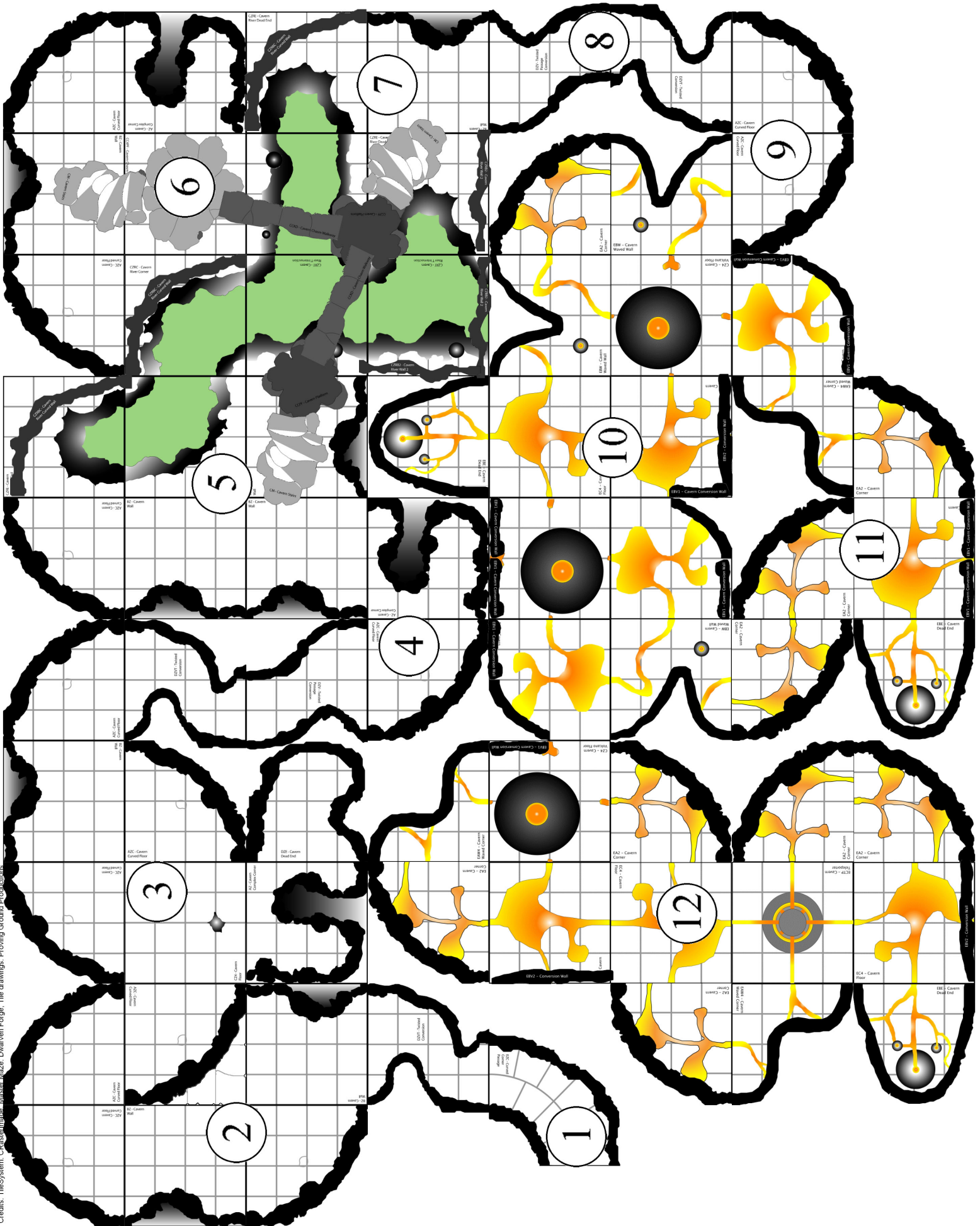
The footlockers are mostly empty. They each have a few stray articles of clothing. Under one of the footlockers, stuck in a floorboard is a *pearl of power (1st)*. (DC 26 Perception)

Stage Two

THE CELESTIAL LICH
KUBLACON 2012

Caverns

THE CELESTIAL LICH
KUBLACON 2012



1. Cave Entrance

Warm air blasts out of the cave entrance, stirring up swirls of dust.

The dust cuts visibility to 30'. Once inside, a light source is needed to see.

2. Dry Cave

A thick layer of dust covers the cavern floor.

The dust is thick in here, too. Visibility is also cut to 30'.

3. Holes

Several holes have been bored into the cavern floor. They are all filled with dust.

Hanging on the ceiling is a **Deathtrap Ooze**. It takes the form of a swinging axe trap that can be found with a DC 22 Perception check. If found, the ooze will attack normally, if not, it will swing down and hit the first character for 1d8 damage (DC 18 Reflex Save negates). Then it will attack with its natural abilities, surprising the character unless a successful DC 19 Dungeoneering check is made. In one of the holes is a *pearl of power* (1st). (DC 26 Perception)

DEATHTRAP OOZE CR 8

Male Deathtrap Ooze

NN Large Ooze (Shapechanger)

Init -4; Senses Perception -5

DEFENSE

 AC 10, touch 5, flat-footed 10 (-4 Dex, -1 size, +5 natural)

hp 126 (12d8+72)

Fort +10, Ref +0, Will -1

Defensive Abilities Ooze Traits; Immune flanking, acid, critical hits, paralysis, poison, polymorph, precision damage, sleep, stunning

OFFENSE

 Spd 20 ft., Climbing (20 feet)

Melee Constrict (Deathtrap Ooze) +13 (2d6+7/20/x2) and

Slam (Deathtrap Ooze) +13 (2d6+7/20/x2) and

Unarmed Strike +13/+8 (1d4+5/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Energy Damage: Constrict and Slam (2d6 acid), Grab: Slam

STATISTICS

 Str 20, Dex 3, Con 22, Int -, Wis 1, Cha 1

Base Atk +9; CMB +15 (+19 Grappling); CMD 21 (can't be Tripped)

Feats

Skills Climb +13, Fly -6, Stealth -8

Languages

SQ Acid (Ex), Compression (Ex), Trap Form (Su)

SPECIAL ABILITIES

Acid (Ex) Acid affects only flesh, non-fleshy foes take no extra damage.

Climbing (20 feet) You have a Climb speed.

Compression (Ex) Move through areas 1/4 normal space without squeezing or 1/8 while squeeze.

Energy Damage: Constrict and Slam (2d6 acid) (Ex) The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

Grab: Slam (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Immune to Flanking You are immune to flanking.

Immunity to Acid You are immune to acid damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Trap Form (Su) Can take form of Medium/Large trap with 1 moving part of same CR or lower.

4. Small Cave

It feels a bit humid here.

The dampness in the air keeps the dust settled. However, part of the dust covers a patch of crushing quicksand that blocks the small opening between 4 and 5.

Crushing Quicksand Trap CR 8

Type mechanical; **Perception** DC 27; **Disable Device** DC 27

Trigger location; **Reset** Auto

Effect Crushing Quicksand (3d6 damage per round); DC 28 Reflex avoids. Once trapped character takes 3d6 damage per round until freed. A successful Grapple vs. CMD 20 (which can be assisted) or a DC 20 Escape Artist check is required to escape.

5. Bridge Entrance

Stone stairs lead up to a bridge that crosses a steamy, underground lake.

Standing in the center of the lake, atop the intersection of the bridges, is a **Cave Giant**.

CAVE GIANT CR 9

CE Huge humanoid (giant)

Init +1; Senses low-light vision; Perception +7

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 126 (12d8+72)

Fort +14; Ref +5; Will +6

Defensive Abilities rock catching

OFFENSE

Speed 30 ft.

Melee Gargantuan greatclub +16/+11 (3d6+12) or

2 slams +15 (2d6+8 plus grab)

Ranged rock +9 (2d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (100 ft.), pound, trample (2d6+12, DC 20)

STATISTICS

Str 26, Dex 12, Con 23, Int 5, Wis 11, Cha 10

Base Atk +9; CMB +19 (+23 grapple); CMD 30

Feats Diehard, Endurance, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +15, Perception +7, Survival +7

Languages Giant

SQ oversized weapon use Gear Gargantuan greatclub

SPECIAL ABILITIES

Pound (Ex) A cave giant that successfully grabs a foe two or more sizes smaller than itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+12 points of bludgeoning damage to the victim. In addition, the opponent must make a successful DC 24 Fortitude save or be stunned for one round. A cave giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Oversized Weapon Use (Ex) A cave giant wields a Gargantuan greatclub without penalty.

6. Bridge Room

The stone bridge crosses the lake and heads down into a steamy room.

The Cave Giant's lair is here. In the bedding is his treasure, a *bottle of air* and a *potion of cure serious wounds*. (DC 25 perception)

7. Bridge Exit

The air on this side of the bridge is warmer and drier.

Warm air seems to be flowing in from down passage 8.

8. Passage

A narrow passage cuts through the rock.

The passage is littered with small vent holes.

9. Bend

The cave passage is dusted with soot.

The soot comes from the ash generated in the rest of the cave. It reaches the moister air here and settles on the floor. The soot is also corrosive and caustic, and makes up the Soot Trap.

Soot Trap CR 8

Type mechanical; **Perception** DC 28; **Disable Device** DC 28

Trigger location; **Reset** 1d10 rounds

Effect Corrosive and Caustic Air (2d6 damage per round if character breathes); DC 24 Fortitude for half damage; multiple targets (all targets in building)

10. Large Lava Room

Several pools of lava are bubbling in the floor. A few stone mounds rise from the rocky floor, belching flame and smoke.

In this cavern are 4 **Id Oozes**. Each one is hiding behind some of the stones and will surprise the party unless detected with a DC 24 Perception check.

GRAY OOZE, ID CR 6

Male Gray Ooze, Id

NN Medium Ooze

Init +1; Senses Blindsight (60 feet); Perception -3

DEFENSE

AC 9, touch 7, flat-footed 9 (-3 Dex, +2 natural)
hp 62 (4d8+44)

Fort +11, Ref -2, Will -2

Defensive Abilities Ooze Traits; Immune flanking, cold, critical hits, fire, paralysis, poison, polymorph, precision damage, sleep, stunning

 OFFENSE

 Spd 10 ft.

Melee Constrict (Gray Ooze, Id) +8 (1d6+7/20/x2) and

Slam (Gray Ooze, Id) +8 (1d6+7/20/x2) and

Unarmed Strike +8 (1d3+5/20/x2)

Spell-Like Abilities Confusion, Lesser (At will)

 STATISTICS

 Str 20, Dex 5, Con 30, Int 2, Wis 5, Cha 5

Base Atk +3; CMB +8; CMD 15 (can't be Tripped)

Feats Improved Initiative, Toughness +4

Skills Stealth +5

Languages ; Telepathy (100 feet)

SQ Acid (DC 22) (Ex), Transparent (Ex)

 SPECIAL ABILITIES

 Acid (DC 22) (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of ac

Blindsight (60 feet) Sense things and creatures without seeing them.

Immune to Flanking You are immune to flanking.

Immunity to Cold You are immune to cold damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Fire You are immune to fire damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Telepathy (100 feet) (Su) Id oozes can communicate with other id oozes within 100 feet via telepathy.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically grappled.

11. Small Lava Room

More pools of lava are inset into the cinder-strewn floor.

The lava and cinders make this entire room difficult terrain.

12. Lava Fountain

A crafted stone fountain pumps out lava from underground. It seems to be the main feeder source for the pools.

In the far lower left corner is a growth of **Carnivorous Crystal**. Embedded in the crystal is the *bronze phylactery key*.

CARNIVOROUS CRYSTAL CR 11

Male Carnivorous Crystal

NN Medium Ooze (Earth, Extraplanar)

Init -5; Senses Blindsight (120 feet); Perception -5

Aura Subsonic Hum (60 feet) (DC 22)

DEFENSE

AC 17, touch 5, flat-footed 17 (-5 Dex, +12 natural)

hp 136 (16d8+64)

Fort +9, Ref +0, Will +0

Defensive Abilities Ooze Traits, Split (critical hit from Bludgeoning or Sonic attack; DR 10/151; Immune flanking, cold, critical hits, electricity, paralysis, poison, polymorph, precision damage, sleep, stunning; Resist fire 20

Weakness Brittle, Vulnerability to Sonic

OFFENSE

Spd 10 ft., Climbing (10 feet)

Melee Slam (Carnivorous Crystal) +18 (7d8+9/18-20/x2) and

Unarmed Strike +18/+13/+8 (1d3+6/20/x2)

Special Attacks Crystallize (DC 22), Entrap: Slam (1d10 rds, hardness 10, hp 10) (DC 22)

STATISTICS

Str 22, Dex 1, Con 18, Int -, Wis 1, Cha 1

Base Atk +12; CMB +18; CMD 23 (can't be Tripped)

Feats

Skills Climb +14, Stealth +0 Modifiers +5 Stealth in rocky environs

Languages

SQ Freeze (Ex)

SPECIAL ABILITIES

+5 Stealth in rocky environs (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Blindsight (120 feet) Sense things and creatures without seeing them.

Brittle (Ex) Bludgeoning/sonic att can crit, but cause split. Still immune to precision dam.

Climbing (10 feet) You have a Climb speed.

Crystallize (DC 22) (Ex) Entrapped foe saves each rd or helpless (petrify if helpless & fail) (Fort neg).

Damage Reduction (10/-) You have Damage Reduction against all attacks.

Damage Resistance, Fire (20) You have the specified Damage Resistance against Fire attacks.

Entrap: Slam (1d10 rds, hardness 10, hp 10) (DC 22) The specified attack can fix the target in place.

Freeze (Ex) You can hide in plain sight as an inanimate object.

Immune to Flanking You are immune to flanking.

Immunity to Cold You are immune to cold damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Electricity You are immune to electricity damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

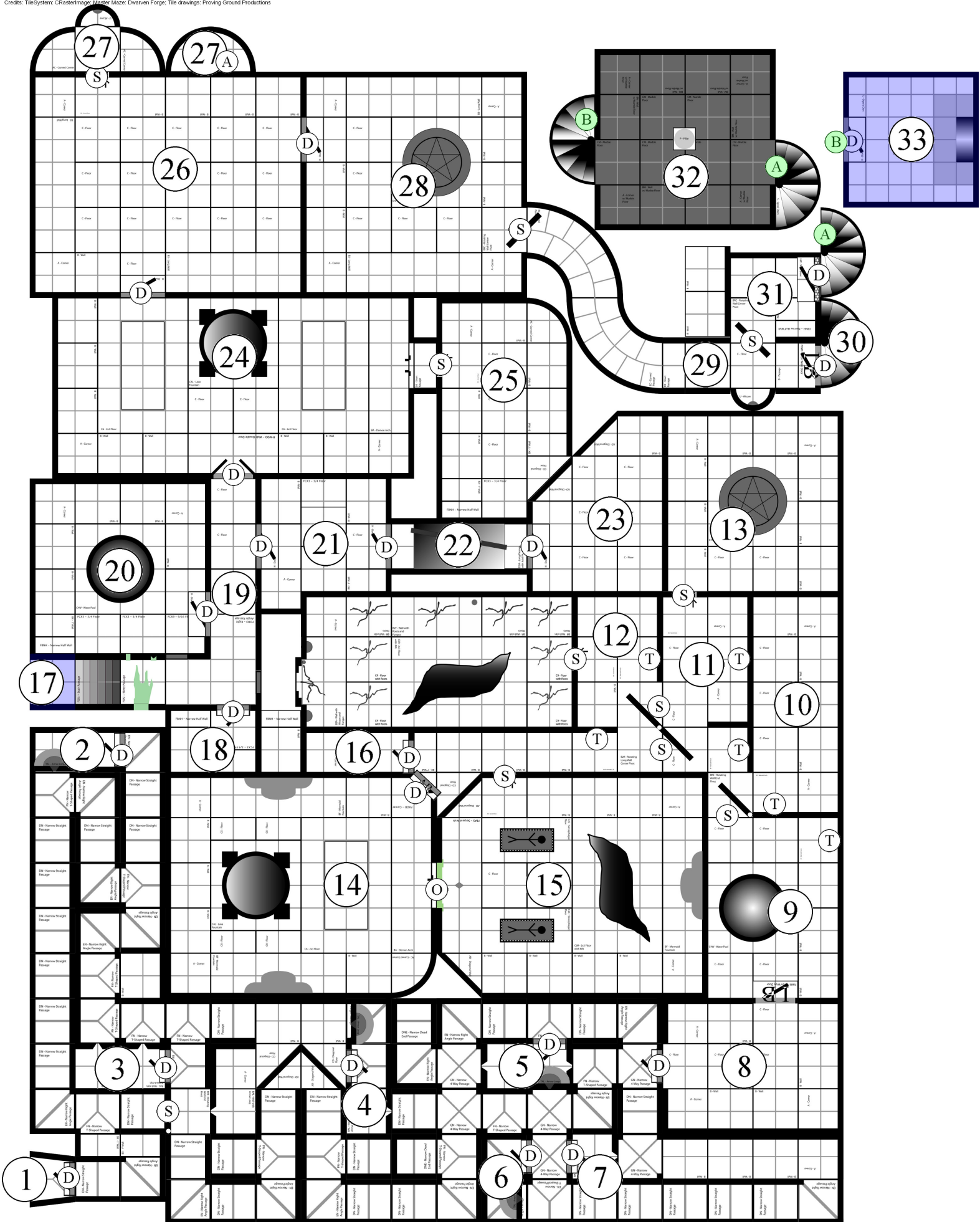
Split (critical hit from Bludgeoning or Sonic attack, 15 hp) (Ex) Certain attacks split you into two identical copies.

Subsonic Hum (60 feet) (DC 22) (Su) Living creatures starting turn in aura are stunned 1 rd (Fort neg).

Vulnerability to Sonic You are vulnerable (+50% damage) to Sonic damage.

Crypts

THE CELESTIAL LICH
KUBLACON 2012



1. Crypt Entrance

Bas-relief images of kings and queens cover the small door that leads to the crypt.

The door is trapped with the **Bas-Relief Trap**.

Bas-Relief Trap **CR 8**
Type magical; **Perception** DC 32; **Disable Device** DC 32
Trigger location; **Reset** none
Effect Bas-Relief Attack (+ 18 melee, 4d6 damage)

2-7. Maze

Narrow stone corridors twist and turn and are all nearly identical.

4 **Minotaurs** walk the maze. At each arrow nook, one of them will fire an arrow and run away until all 4 can attack the party near the end of the maze. Arrow attack (+6 ranged melee, 1d8 damage)

MINOTAUR CR 4
Male Minotaur
CE Large Monstrous Humanoid
Init +0; Senses Darkvision (60 feet); Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 size, +5 natural)
hp 45 (6d10+12)
Fort +6, Ref +5, Will +5

OFFENSE

Spd 30 ft.
Melee Gore (Minotaur) +4 (1d6+2/20/x2) and
 Greataxe +9/+4 (3d6+6/20/x3) and
 Unarmed Strike +9/+4 (1d4+4/20/x2)
Space 10 ft.; Reach 10 ft.
Special Attacks Powerful charge (gore +11, 2d6+6)

STATISTICS

Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Base Atk +6; CMB +11 (+13 Bull Rushing); CMD 21 (23 vs. Bull Rush)
Feats Great Fortitude, Improved Bull Rush, Power Attack -2/+4
Skills Fly -2, Intimidate +5, Perception +10, Stealth +2, Survival +10
Languages Giant
SQ Natural Cunning (Ex)
Combat Gear Greataxe;

SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

Improved Bull Rush Bull Rush at +2 to push back. No attack of opportunity.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Powerful charge (gore +11, 2d6+6) (Ex) Your charge attacks deal additional damage.

8. Mural Room

Detailed murals of a complex burial ceremony cover the walls. A large iron door is in the middle of the far wall.

When the door is approached, the wall on either side peels off to form 2 **Flagstone Golems**. They will surprise the party unless spotted with a DC 25 Perception check.

Flagstone Golem CR 7

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 74 (8d10+30)

Fort +2; Ref +3; Will +2

Defensive Abilities energy absorption, flatten; DR 10/ adamantine; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+6 plus stun)

Space 10 ft.; Reach 10 ft.

Special Attacks stunning blow

STATISTICS

Str 22, Dex 12, Con —, Int —, Wis 11, Cha 1

Base Atk +8; CMB +15; CMD 26

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) While flattened, a flagstone golem is nearly indistinguishable from the surrounding floor. It takes a DC 25 Perception check to notice a flattened flagstone golem for what it is. Dwarves get a +2 bonus on Perception checks to notice a flattened flagstone golem.

Energy Absorption (Su) Any energy-based (acid, fire, cold, electricity, sonic) attack that directly targets a flagstone golem is absorbed into its body dealing no damage to the golem. A flagstone golem can use the absorbed energy to repair itself, healing 1 hit point for every 3 points of damage the attack would have otherwise dealt. Or it can release the energy in a 30-foot cone that deals 3d8 points of energy damage (of whatever type was absorbed) to all within the area. An affected opponent can attempt a DC 14 Reflex save to reduce the damage by half. The save DC is Constitution-based. The flagstone golem can store the energy before releasing it as an energy blast for a number of rounds equal to half its Hit Dice (four rounds for the standard flagstone golem).

Flatten (Ex) As a standard action, once per round, a flagstone golem can flatten its form to become (or appear to become) a section of floor, road, or any other stone surface. While flattened it cannot move or attack and its damage reduction increases to 20/adamantine. A flagstone golem can reform into its humanoid shape as a standard action.

Immunity to Magic (Ex) A flagstone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw.

A transmute mud to rock spell heals all its lost hit points.

A stone to flesh spell does not actually change the golem's structure, but it negates the flagstone golem's damage reduction for 1 round.

Stunning Blow (Ex) Any creature hit by a flagstone golem's slam attack must succeed on a DC 16 Fortitude save or be stunned for 1 round. The save DC is Constitution-based and includes a +2 racial bonus.

9. Pool

A circular bath filled with liquid sits in the middle of the floor.

Rising up from the pool, a **Gelatinous Golem** attacks.

Gelatinous Golem CR 10

N Large construct

Init +1; Senses darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 114 (13d10+30 plus 13)

Fort +6; Ref +7; Will +6

DR 10/bludgeoning and magic; Immune construct traits, electricity, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d6+6 plus 2d6 acid and paralysis)

Space 10 ft.; Reach 10 ft.

Special Attacks acid, engulf, paralysis (3d6 rounds, DC 16)

STATISTICS

Str 22, Dex 12, Con —, Int 3, Wis 11, Cha 1

Base Atk +8; CMB +15; CMD 26

Feats Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception),
Toughness, Weapon Focus (slam)

Skills Perception +19

SQ transparent

SPECIAL ABILITIES

Acid (Ex) A gelatinous golem's acid does not harm metal or stone.

Engulf (Ex) A gelatinous golem can try to wrap an opponent up to one size smaller than itself in its body as a standard action. The gelatinous golem attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple the gelatinous golem establishes a hold. Attacks that hit an engulfing gelatinous golem deal half their damage to the golem and half to the engulfed victim.

An engulfed opponent is subjected to the gelatinous golem's paralysis and acid each round it remains trapped. A trapped opponent can do nothing other than attempt to escape. Further, an engulfed foe must hold its breath or begin drowning (see the Core Rulebook for the drowning rules).

While engulfing an opponent, a gelatinous golem is not considered grappled and can move and attack normally.

Immunity to Magic (Ex) A gelatinous golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A cone of cold spell slows it (as the slow spell) for 2d6 rounds, with no saving throw.

An acid fog spell heals all of its lost hit points.

Transparent (Ex) A gelatinous golem is hard to see, even under ideal conditions, and it takes a DC 15 Perception check to notice one. Creatures who fail to notice a gelatinous golem and walk into it are automatically grappled (if the golem chooses to grapple the opponent).

10. Store Room

Crates and barrels line the walls, while other boxes and foodstuffs are stacked in the middle of the room.

A DC 28 Perception check reveals a *pearl of power* (2nd) in one of the crates.

11. Preparation Room

This is where bodies were prepared for internment. A table is in the middle of the room, and shelves contain embalming supplies.

12. Waiting Room

After the bodies are prepared, they are stored in here until interred. Several temporary crypts and coffins have been placed here.

The secret door between 11 and 12 is a **Rotating Secret Door Trap**. When activated, the wall swivels open. The ends of the wall extend and have several small claws and hooks on the end. The claws will catch anyone within 5' of the wall and the wall will attack anyone inside the wall radius.

Rotating Secret Door Trap CR 3

Type mechanical; **Perception** DC 27; **Disable Device** DC 27

Trigger location; **Reset** Repair

Effect Wall Attack (2d6 damage + secondary attack); DC 23 Reflex for half damage; multiple targets (all targets within wall radius); Claw Attack (1d6 damage); DC 24 Reflex for half damage; multiple targets (all targets within 5' of wall); Secondary Attack (1d6 crush damage per round); DC 23 Reflex negates, must succeed on Grapple vs. CMD 18 or make a DC 28 Escape Artist check to escape; multiple targets (all targets hit by Wall attack)

13. Summoning Room

A pentagram surrounded by black candles has been carved into the floor.

This room is sometimes used to summon beings, but is currently unused.

14. Fire Room

Lava bubbles from a stone fountain in the middle of the room.

A small box, containing the *brass phylactery key*, floats in the lava. Retrieving it causes 1d6 fire damage. It cannot be opened without the special key from Room 15.

15. Crypt

Two ornate sarcophagi sit in the middle of the room, cloaked in shadow emanating from a huge, dark, rent in the floor.

Inside one of the sarcophagi is the key to open the box from room 14. Standing between the sarcophagi is a **Stone Golem**, who will start attacking once anyone gets within 5' of a sarcophagus.

GOLEM, STONE CR 11

Male Golem, Stone

NN Large Construct

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 Dex, -1 size, +18 natural)

hp 107 (14d10)

Fort +4, Ref +3, Will +4

DR 10/adamantine; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Slam x2 (Golem, Stone) +22 x2 (2d10+9/20/x2) and

Unarmed Strike +22/+17/+12 (1d4+9/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Slow (DC 17)

STATISTICS

Str 28, Dex 9, Con -, Int -, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

Feats

Skills Fly -3, Stealth -5

Languages

SPECIAL ABILITIES

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is spell-like).
Damage Reduction (10/adamantine) You have Damage Reduction against all except Adamantine attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. *Transmute Rock to Mud* A transmute rock to mud spell slows a stone golem (as

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Slow (DC 17) (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution

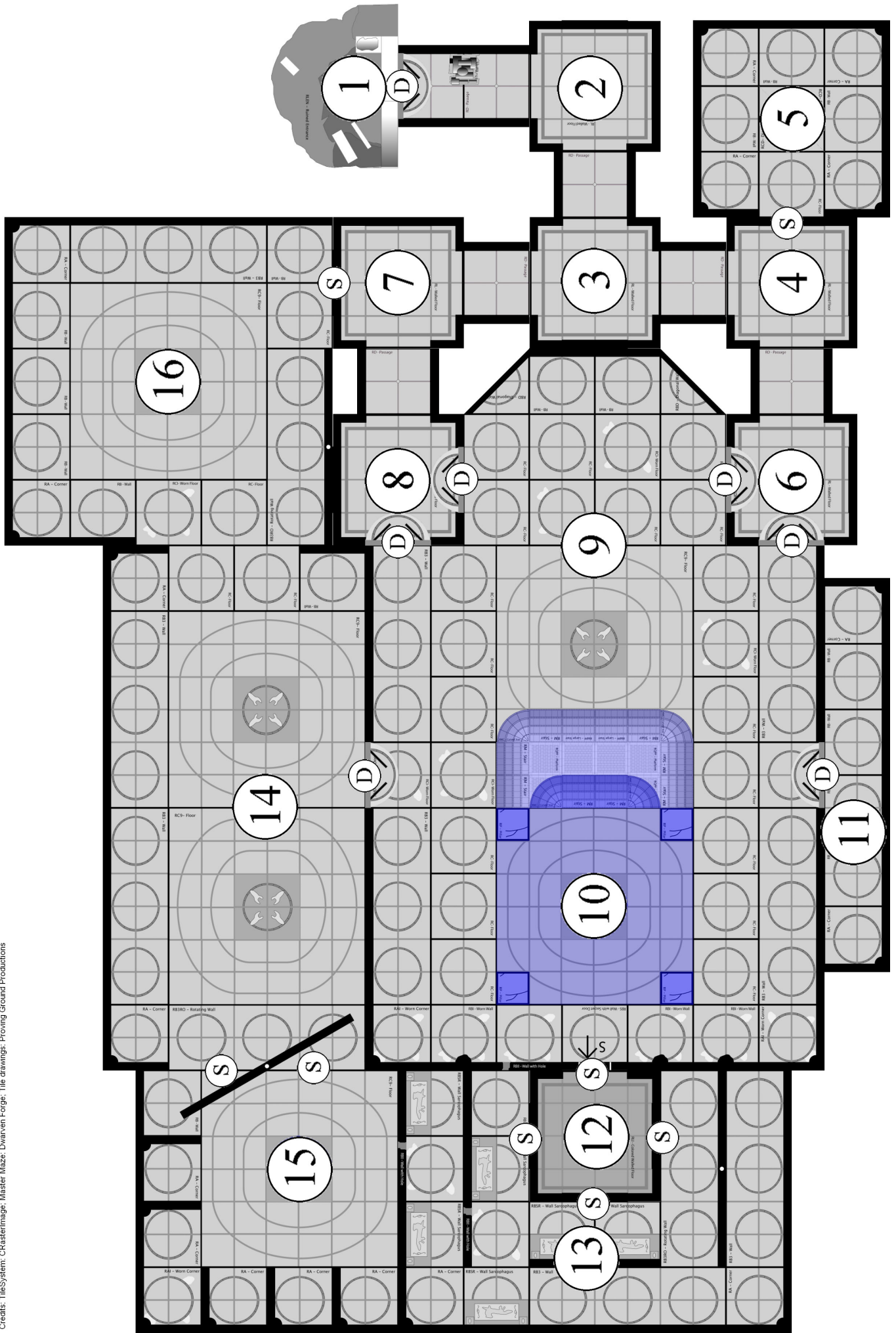
16. Dirt Room

This room is half full of dirt.

Buried in the dirt is a potion of *cure moderate wounds*. (DC 27 Perception)

Temple

THE CELESTIAL LICH
KUBLACON 2012



1. Entrance

At the end of the tunnel a decrepit archway leads to an abandoned temple with big metal doors.

The doors have been trapped with an **Electrified Door Trap**.

Electrified Door Trap**CR 8****Type** mechanical; **Perception** DC 28; **Disable Device** DC 27**Trigger** location; **Reset** none**Effect** Electrical Door Attack (3d6 electrical damage, DC 22 Reflex for half damage); multiple targets (all targets within 10' of doors)**2. Anteroom**

Some of the debris and dust seems to have been recently cleaned up. Nearly expired torches provide dim light. A large statue made from bones blocks the way further in.

The statue is a **Bone Golem** and will attack anyone entering the area.

GOLEM, BONE CR 8

Male Golem, Bone

NN Large Construct

Init +6; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE-----
AC 21, touch 11, flat-footed 19 (+2 Dex, -1 size, +10 natural)

hp 90 (11d10)

Fort +3, Ref +5, Will +3

DR 5/adamantine, 5/bludgeoning; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE-----
Spd 30 ft.

Melee Bite (Golem, Bone) +14 (1d8+4/20/x2) and

Slam x2 (Golem, Bone) +14 x2 (2d6+4/20/x2) and

Unarmed Strike +14/+9/+4 (1d4+4/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Bone Prison

STATISTICS-----
Str 18, Dex 15, Con -, Int -, Wis 10, Cha 1

Base Atk +11; CMB +16; CMD 28 (32 vs. Disarm/32 vs. Grapple)

Feats Improved Initiative

Skills Fly +0, Stealth -2

Languages

SPECIAL ABILITIES

Bone Prison (Ex) Ranged touch vs foe in 30 ft traps in bone cage that attacks that foe each rd.

Construct Traits (+30 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is a death effect).

Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Damage Reduction (5/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Magic (Ex) Immune except vs healing/negative energy spells, or raise/resurrection spells.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

3. Foyer

A small console table is set against the wall, with a dozen or so candles burning away in front of a holy water atomizer.

The candles and atomizer are part of the **Flaming Puff Trap**.

Flaming Puff Trap **CR 8**

Type mechanical; **Perception** DC 28; **Disable Device** DC 28

Trigger location; **Reset** none

Effect Flaming Puff (4d6 fire damage, DC 22 Reflex for half damage); multiple targets (all targets in 20' cone in front of candles)

4. Anteroom

Some of the debris and dust seems to have been recently cleaned up.

5. Treasury

Empty chests hint at what was once a sizable cache, but is now little more than dust.

A DC 20 Perception check reveals a rolled up scrap of paper in one of the chests that is a *scroll of shatter*.

6. Chapel Entrance

Two ornate doors lead to the main chapel area.

Nothing here.

7. Anteroom

Some of the debris and dust seems to have been recently cleaned up.

8. Chapel Entrance

Two ornate doors lead to the main chapel area.

Nothing here.

9. Chapel

Light filters in through stained glass panes in the ceiling, illuminating buttresses in an unearthly light. Several brightly colored statues are inset against the walls.

The statues are 4 **Graven Guardians** and will attack anyone that attempts to pass area 9.

GRAVEN GUARDIAN CR 5

Male Graven Guardian

NN Medium Construct

Init +2; Senses Darkvision (60 feet), Low-Light Vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10); Fast Healing 2

Fort +2, Ref +4, Will +3

DR 5/adamantine; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning; SR 16

Weakness Faith Bound

OFFENSE

Spd 40 ft.

Melee Keen +1 Scimitar +10/+5 (1d6+4/15-20/x2) and
Keen Masterwork Scimitar +11/+6 (1d6+4/15-20/x2) and
Slam (Graven Guardian) +9 (1d6+4/20/x2) and
Unarmed Strike +9/+4 (1d3+3/20/x2)
Spell-Like Abilities Haste (self only) (1/day)

STATISTICS

Str 16, Dex 15, Con -, Int -, Wis 12, Cha 1
Base Atk +6; CMB +9; CMD 21

Feats

Skills

Languages

SQ Magic Weapon: Scimitar (Su)

Combat Gear Keen +1 Scimitar, Keen Masterwork Scimitar;

SPECIAL ABILITIES

Construct Traits (+20 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is spell-like ability).
Damage Reduction (5/adamantine) You have Damage Reduction against all except Adamantine attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Faith Bound (Su) Can't attack those wearing holy symbol of your deity unless attacked first.

Fast Healing 2 (Ex) You heal damage every round if you have > 1 HP.

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Magic Weapon: Scimitar (Su) Proficient in deities favored weapon, gains +1 enhancement & special ability.

Spell Resistance (16) You have Spell Resistance.

10. Dais

A statue of a skeleton, clad in wizard's trappings sits, larger than life, atop the dais.

The statue is The Celestial Lich. If anyone steps upon the dais, the statue animates, castigating the characters and mocking them about their impending doom. Everyone in area 9 or 10 must make a DC 16 Will save or be shaken for 20 game minutes.

11. Armory

The back of this room is filled with several weapon-filled racks.

The weapons are all mundane.

12. Secret Room

A chest, overflowing with gold, sits in the middle of the room.

The chest is trapped with **Molten Gold Trap**.

Molten Gold Trap CR 4

Type magical; **Perception** DC 29; **Disable Device** DC 19

Trigger location; **Reset** none

Effect When touched, the gold melts. Melted gold attack (1d6 fire damage, DC 18 Fortitude for half damage)

Once the gold melts away, there is a *potion of cure serious wounds* and a *potion of cure light wounds*.

13. Crypt

Several sarcophagi have been built in to the walls of this maze-like area.

If the sarcophagi are opened, they are just filled with dust.

14. Dark Room

No light seems to illuminate any area of this room. Murals on the walls can be barely made out, each depicting a scene of worship to a long forgotten god.

Shortly after the characters enter, shadows on the murals coalesce 6 **Shadows** and 1 **Greater Shadow** attack the party.

SHADOW CR 3

Male Shadow

CE Medium Undead (Incorporeal)

Init +2; Senses Darkvision (60 feet); Perception +8

DEFENSE-----
AC 15, touch 15, flat-footed 12 (+2 Dex, +2 deflection, +1 dodge)

hp 19 (3d8+6)

Fort +3, Ref +3, Will +4

Defensive Abilities Channel Resistance +2, Incorporeal; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, Undead Traits

OFFENSE-----
Spd 0 ft., Flight (40 feet, Good)

Melee Unarmed Strike +4 (1d3+2/20/x2)

STATISTICS-----
Str -, Dex 14, Con -, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 19

Feats Dodge, Skill Focus: Perception

Skills Fly +11, Perception +8, Stealth +8 Modifiers +4 Stealth in dim light, -4 in bright light
Languages

SQ Create Spawn (Su), Strength Damage (Su)

SPECIAL ABILITIES-----
+4 Stealth in dim light, -4 in bright light (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Channel Resistance +2 +2 bonus to save vs. Channel Energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Flight (40 feet, Good) You can fly!

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Incorporeal (Ex) You aren't quite here.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

SHADOW, GREATER CR 8

Male Shadow, Greater

CE Medium Undead (Incorporeal)

Init +5; Senses Darkvision (60 feet); Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+5 Dex, +2 deflection, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities Channel Resistance +2, Incorporeal; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, critical hits, disease, mind-affecting, non-lethal damage, paralysis, poison, precision damage, sleep, stunning, Undead Traits

OFFENSE

Spd 0 ft., Flight (40 feet, Good)

Melee Unarmed Strike +11/+6 (1d3+5/20/x2)

STATISTICS

Str -, Dex 20, Con -, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 29

Feats Dodge, Flyby Attack, Mobility, Skill Focus: Perception, Skill Focus: Stealth

Skills Fly +15, Perception +13, Stealth +20 Modifiers +4 Stealth in dim light, -4 in bright light

Languages

SQ Create Spawn (Su), Strength Damage (Su)

SPECIAL ABILITIES

+4 Stealth in dim light, -4 in bright light (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Channel Resistance +2 +2 bonus to save vs. Channel Energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (60 feet) You can see in the dark (black and white vision only).
 Flight (40 feet, Good) You can fly!
 Flyby Attack You can take a standard action during your move action while flying.
 Immune to Ability Drain Immune to ability drain
 Immune to Bleeds You are immune to bleeds.
 Immune to Death Effects You are immune to death effects.
 Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immune to Physical Ability Damage Immune to ability damage to your physical abilities.
 Immunity to Critical Hits You are immune to Critical Hits
 Immunity to Disease You are immune to diseases.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Precision Damage You are immune to Precision Damage
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Incorporeal (Ex) You aren't quite here.
 Mobility +4 to AC against some attacks of opportunity.
 Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.
 Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects)

15. Crypt

Each alcove contains the dead remains of a great warrior. Standing in the center of the room, seems to be the greatest of the dead warriors.

The warrior is a **Graveknight**. He holds the *silver phylactery key*.

GRAVEKNIGHT CR 11

Male Human Fighter 10

LE Medium Undead (Augmented Humanoid, Human)

Init +5; Senses Darkvision (60 feet); Perception +19

Aura Sacriligious Aura (DC 19)

 DEFENSE

 AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 natural)

hp 139 (10d10+50)

Fort +13, Ref +6, Will +6

Defensive Abilities Bravery +3, Channel Resistance +4, Rejuvenation; DR 10/magic; Immune acid, cold, electricity; SR 22

 OFFENSE

Spd 30 ft.

Melee +1 Greatsword +23/+18 (2d6+17/19-20/x2) and
 Gauntlet (from Armor) +18/+13 (1d3+8/20/x2) and
 Slam (Graveknight - Acid) +18 (1d4+12/20/x2) and
 Unarmed Strike +18/+13 (1d3+8/20/x2)

Ranged Longbow, Composite (Str +8) +12/+7 (1d8+9/20/x3)

Special Attacks Channel Destruction - Acid (+2d6), Devastating Blast - Acid (6d6 acid) (3/day)
 (DC 19, Weapon Training: Blades, Heavy, Weapon Training: Bows

 STATISTICS

Str 25/27, Dex 12, Con -, Int 15, Wis 12, Cha 18

Base Atk +10; CMB +18; CMD 29

Feats Cleave, Critical Focus, Dazzling Display: Greatsword, Greater Weapon Focus:

Greatsword, Improved Initiative, Mounted Combat, Power Attack -3/+6, Ride-by Attack, Shatter
 Defenses: Greatsword, Spirited Charge, Toughness +10, Trample, Unseat, Vital Strike, Weapon
 Focus: Greatsword, Weapon Specialization: Greatsword

Skills Acrobatics -2, Climb +13, Escape Artist -2, Fly -2, Intimidate +25, Knowledge (Nobility)
 +12, Perception +19, Ride +19, Stealth -2, Swim +13

Languages Common

SQ Armor Training 2 (Ex), Graveknight Armor, Phantom Mount (1/hour) (Su), Undead Mastery
 (50 HD) (DC 19) (Su)

Combat Gear +1 Full Plate, +1 Greatsword, Arrows (20), Longbow, Composite (Str +8); Other
 Gear Belt of Giant Strength, +2, Cloak of Resistance, +2

 SPECIAL ABILITIES

Armor Training 2 (Ex) Worn armor -2 check penalty, +2 max DEX.

Bravery +3 (Ex) +3 Will save vs. Fear

Channel Destruction - Acid (+2d6) (Su) Add 2 acid damage to all weapon attacks.

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange
 for -2 AC.

Critical Focus +4 to confirm critical hits.

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dazzling Display: Greatsword Intimidate check to demoralize can affect those within 30' who
 see you.

Devastating Blast - Acid (6d6 acid) (3/day) (DC 19) (Su) 30' cone deals 6d6 acid damage.

Graveknight Armor Armor acts as phylactery and must destroy utterly to kill a graveknight.

Immunity to Acid You are immune to acid damage.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Mounted Combat Once per round you can attempt to negate a hit to your mount in combat.

Phantom Mount (1/hour) (Su) 1/hour, summon a phantom mount using your HD as caster level.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Rejuvenation (Su) Return 1d10 days after being destroyed

Ride-by Attack You can move - attack - move when charging mounted.

Sacrilegious Aura (DC 19) (Su) Desecrate in 30 ft, using positive energy in area requires a concentration check.

Spell Resistance (22) You have Spell Resistance.

Spirited Charge Double damage when making a mounted charge (triple with a lance).

Trample Your target may not try to avoid your mounted overruns.

Undead Mastery (50 HD) (DC 19) (Su) Control undead within 50'

Unseat With a mounted lance charge, if the attack hits, make a free bull rush attempt to knock your opponent off their mount.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training: Blades, Heavy +2 (Ex) +2 Attack, Damage, CMB, CMD with Heavy Blades

Weapon Training: Bows +1 (Ex) +1 Attack, Damage, CMB, CMD with Bows

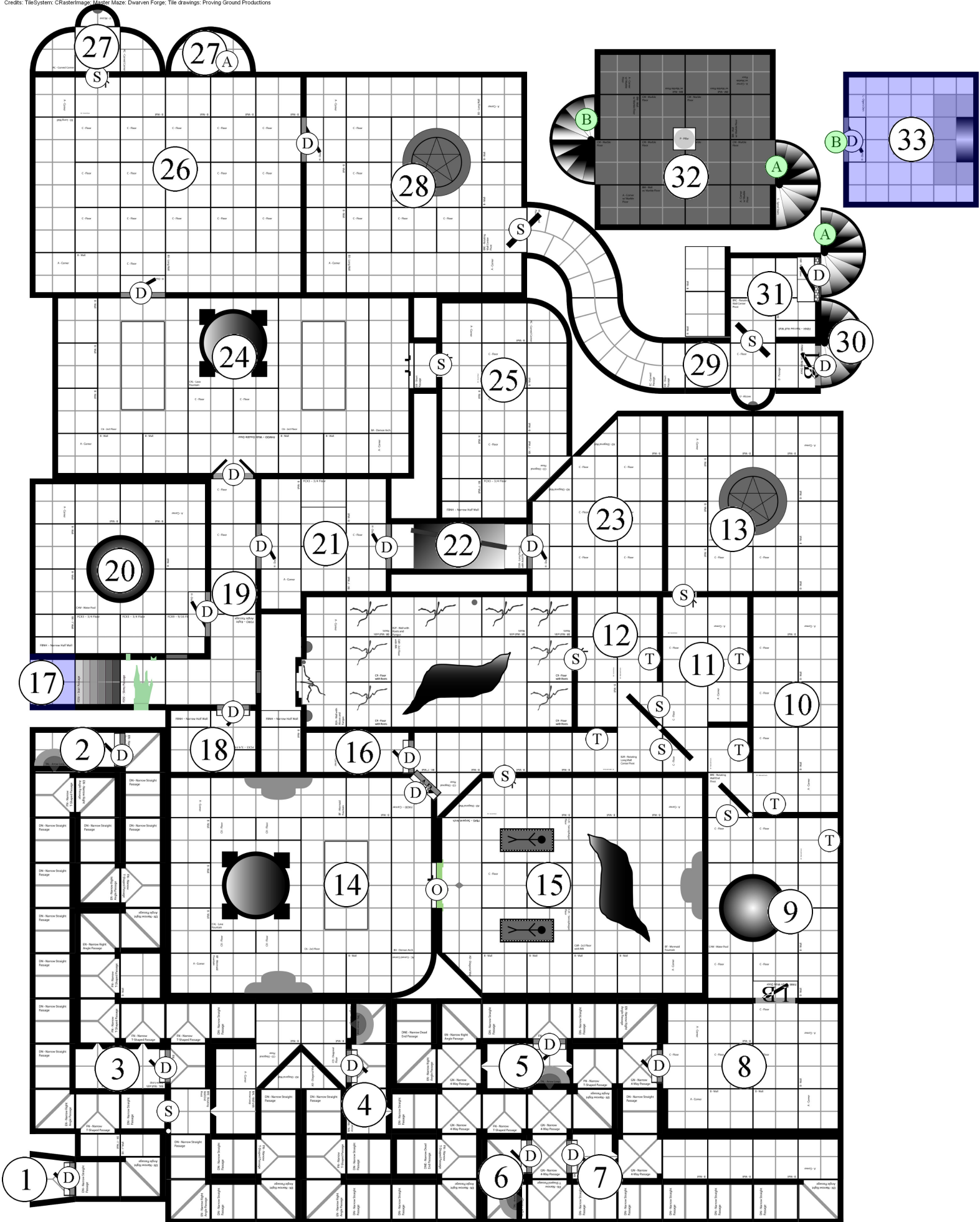
16. Monks' Cells

Several bunks are nestled against the walls, each with a small table and chair next to it.

There is nothing here, except a short tome describing the rise of the Celestial Lich and his plans to use his Aether Fleet to conquer realms.

Wine Cellar

THE CELESTIAL LICH
KUBLACON 2012



17. Entrance

Stairs lead down into the cellar. A bit further down, it looks like something has been spilled across the floor.

The green slime makes up the **Elemental Vulnerability Trap**.

Elemental Vulnerability Trap

CR 5

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

Trigger location; **Reset** Auto

Effect Gain elemental vulnerability (+50% to damage) unless a DC 18 Will save is made; multiple targets (all targets crossing slime area)

18. Storeroom

Hooks and casks line the walls. The casks are neatly stacked, three high.

Inside one of the casks is a *potion of lesser restoration*. (DC 26 Perception)

19. Hallway

Several stout wooden doors lead out of the hallway.

The doors are all locked. (DC 18 Open Lock)

20. Well

A large pool of water appears to be fed by an underground spring. The water bubbles in the center.

The water, if drunk, will restore 1 HP.

21. Barrel Room

Barrels are stacked along the side walls from floor to ceiling.

There is nothing here.

22. Grape Room

The pit in the floor is filled with half-crushed grapes. A log has been placed over the pit to reach the other side.

The grapes are highly acidic. Anyone falling in the pool will take 1d6 acid damage per round. Crossing the log is a DC 15 Acrobatics check.

23. Press

A large wooden grape press is in the center of the room, along with several barrels.

There is nothing here.

24. Fire Room

A stone cauldron full of lava belches flames and smoke in the room. Much of the back of the room seems to be on fire.

The back of the room is occupied by 3 **Large Fire Elementals**. They will surprise the party unless a DC 22 Perception or Dungeoneering check is made. The secret door to 25 can be discovered with a DC 27 Perception check.

ELEMENTAL, FIRE, LARGE CR 5

Male Elemental, Fire, Large

NN Large Outsider (Elemental, Extraplanar, Fire)

Init +9; Senses Darkvision (60 feet); Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, -1 size, +4 natural, +1 dodge)

hp 60 (8d10+16)

Fort +8, Ref +11, Will +4

DR 5/151; Immune bleeds, flanking, critical hits, fire, paralysis, poison, precision damage, sleep, stunning

Weakness Vulnerability to Cold

OFFENSE

Spd 50 ft.

Melee Slam x2 (Elemental, Fire, Large) +12 x2 (1d8+2/20/x2) and

Unarmed Strike +12/+7 (1d4+2/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Burn (1d8) (DC 16)

STATISTICS

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +11; CMD 27

Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Climb +9, Escape Artist +12, Fly +3, Intimidate +9, Knowledge (Planes) +5, Perception +11, Stealth +1

Languages Ignan

SPECIAL ABILITIES

Burn (1d8) (DC 16) (Ex) If you hit an opponent or they touch you, you inflict fire damage.

Damage Reduction (5/-) You have Damage Reduction against all attacks.
 Darkvision (60 feet) You can see in the dark (black and white vision only).
 Immune to Bleeds You are immune to bleeds.
 Immune to Flanking You are immune to flanking.
 Immunity to Critical Hits You are immune to Critical Hits
 Immunity to Fire You are immune to fire damage.
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Precision Damage You are immune to Precision Damage
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Mobility +4 to AC against some attacks of opportunity.
 Spring Attack You can move - attack - move when attacking with a melee weapon.
 Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

25. Demon Arch Room

Several valuable wine settings are stored in cabinets along the walls.

One of the carafes contains a *potion of cure moderate wounds*.

26. Column Room

Several columns support the roof. Each seems to be carved in the shape of a female.

The columns are 4 **Caryatid Columns** that will attack the party.

CARYATID COLUMN CR 3

Male Caryatid Column

NN Medium Construct

Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

hp 36 (3d10)

Fort +1, Ref +0, Will +1

Defensive Abilities Shatter Weapons; DR 5/151;; Immune Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Masterwork Longsword +8 (1d8+4/19-20/x2) and

Unarmed Strike +7 (1d3+4/20/x2)

STATISTICS

 Str 18, Dex 9, Con -, Int -, Wis 11, Cha 1
 Base Atk +3; CMB +7; CMD 16 (can't be Disarmed)
 Feats
 Skills
 Languages
 SQ Statue (DC 20) (Ex)
 Combat Gear Masterwork Longsword;

SPECIAL ABILITIES

 Construct Traits (+20 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is a death effect).
 Damage Reduction (5/-) You have Damage Reduction against all attacks.
 Darkvision (60 feet) You can see in the dark (black and white vision only).
 Immune to Ability Damage Immune to ability damage
 Immune to Ability Drain Immune to ability drain
 Immune to Bleeds You are immune to bleeds.
 Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.
 Immunity to Disease You are immune to diseases.
 Immunity to Magic (Ex) Immune except vs transmute rock to mud/mud to rock, or stone to flesh.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.
 Shatter Weapons (Ex) Weapons that hit take 3d6 dam, beyond hardness grants the broken condition.
 Statue (DC 20) (Ex) Observers must make a Perception check to notice the creature is alive.

27(a). Alcoves

Each alcove is lined with mirrors...

For no good reason, except that the reflections appear to be glowing. It is nothing but a parlor trick, however.

28. Contract Room

A well-dressed demon, holding many scrolls, stands in the middle of a pentagram.

The **Contract Devil** will try to bargain with the party to be released. He's not really bound by the pentagram; he just wants to catch them unawares.

DEVIL, CONTRACT CR 10

Male Devil, Contract

LE Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Init +11; Senses Darkvision (60 feet), See in Darkness; Perception +26

DEFENSE

AC 25, touch 18, flat-footed 17 (+7 Dex, +7 natural, +1 dodge)

hp 136 (13d10+65)

Fort +9, Ref +15, Will +16

DR 10/good; Immune fire, mind-affecting, poison; Resist acid 10, cold 10; SR 21

OFFENSE

Spd 30 ft.

Melee Binding Contract +20/+15/+10 (1d4+7/20/x2) and

Gore (Devil, Contract) +16 (2d6+4/20/x2) and

Unarmed Strike +16/+11/+6 (1d3+3/20/x2)

Space 5 ft.; Reach 10 ft.

Special Attacks Binding Contract, Bleed: Binding Contract (1d6)

Spell-Like Abilities Arcane Eye (3/day), Bestow Curse (At will), Break Enchantment (3/day),

Contact Other Plane (1/day), Delayed Blast Fireball (1/day), Detect Thoughts (At will),

Dimension Door (At will), Dismissal (1/day), Erase (At will), Hold Person (3/day), Identify (At

will), Locate Creature (3/day), Mage's Private Sanctum (3/day), Major Image (At will), Plane

Shift (1/day), Produce Flame (At will), Scorching Ray (3/day), Sending (At will), Silence

(3/day), Summon (Level 4, d6 bearded/1 bone devil 50%) (1/d, Symbol of Pain (1/day),

Teleport, Greater (self plus 50 lbs. of objects on, Tongues (Constant), Vision (3/day)

STATISTICS

Str 17, Dex 25, Con 20, Int 24, Wis 23, Cha 22

Base Atk +13; CMB +16; CMD 34

Feats Alertness, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Persuasive

Skills Bluff +26, Diplomacy +26, Disguise +8, Intimidate +26, Knowledge (Arcana) +23,

Knowledge (Nobility) +23, Knowledge (Planes) +23, Knowledge (Religion) +23, Linguistics

+20, Perception +26, Profession (Scribe) +19, Sense Motive +26, Sleight of Hand +20, Spellcraft

+20

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Infernal, Orc,

Undercommon; Telepathy (100 feet)

SQ Impale (2d8+4) (Ex), Infernal Contract (Su), Infernal Investment (Su)

Combat Gear Binding Contract;

SPECIAL ABILITIES

Binding Contract (Su) Binding Contract weapon uses Int for attack and damage.

Bleed: Binding Contract (1d6) (Ex) Attack causes additional damage at the beginning of the target's turn.

Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Fire You are immune to fire damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Poison You are immune to poison.

Impale (2d8+4) (Ex) As a swift action can impale grappled foe on horns.

Infernal Contract (Su) Can summon a contract that allows mortal to sell soul in return for something.

Infernal Investment (Su) Can use greater scrying on contracted creature, who always fails save.

Mobility +4 to AC against some attacks of opportunity.

See in Darkness The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Spell Resistance (21) You have Spell Resistance.

Summon (Level 4, d6 bearded/1 bone devil 50%) (1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no cr

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

29. Passageway

The walls of this curved passageway contain many portraits.

Once the party is in the passageway, the **Portrait Trap** is activated.

Portrait Trap CR 8

Type magical; **Perception** DC 31; **Disable Device** DC 31

Trigger location; **Reset** none

Effect Each character must make a DC 24 Will save. If he fails, an identical image of the character materializes and attacks. The image is like the character in all ways, except it is dispelled by the first successful attack that hits.

30. Stairs

A set of stairs exits the room.

The stairs lead up to a dead end.

31. Stair Room

A set of stairs exits the room.

These stairs lead to the wine cellar at 32.

32. Cellar

Two sets of stairs exit this cool room. Racks of wine fill the center and walls. Several seem to be quite expensive.

This area has been trapped with the Popping Cork Trap.

Popping Cork Trap CR 5

Type mechanical; **Perception** DC 24; **Disable Device** DC 23

Trigger location; **Reset** none

Effect Popping Cork Trap (2d6 damage, DC 21 Reflex for half damage); multiple targets (all targets in room)

33. Tasting Room

A table and chairs have been placed in the middle of this room. On the table are a carafe, a corkscrew, a few wine glasses and a small, jeweled box.

The jeweled box contains the *gold phylactery key* and is guarded by a **Devourer**.

DEVOURER CR 11

Male Devourer

NE Large Undead (Extraplanar)

Init +7; Senses Darkvision (60 feet); Perception +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, -1 size, +13 natural)

hp 133 (14d8+70)

Fort +9, Ref +7, Will +12

Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits; SR 22

OFFENSE

Spd 30 ft., Flight (20 feet, Perfect)

Melee Claw x2 (Devourer) +18 x2 (1d8+9/20/x2) and

Unarmed Strike +18/+13 (1d4+9/20/x2)

Space 10 ft.; Reach 10 ft.

Special Attacks Energy Drain (1 level) (DC 22)

Spell-Like Abilities Animate Dead (At will), Bestow Curse (At will), Confusion (At will),

Control Undead (At will), Death Knell (At will), Ghoul Touch (At will), Inflict Serious Wounds

(At will), Planar Ally, Lesser (At will), Ray of Enfeeblement (At will), Spectral Hand (At will), Suggestion (At will), True Seeing (At will), Vampiric Touch (At will)

 STATISTICS

Str 28, Dex 16, Con -, Int 19, Wis 16, Cha 21
 Base Atk +10; CMB +20 (+22 Sundering); CMD 33 (35 vs. Sunder)
 Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise +/-3, Improved Initiative, Improved Sunder, Power Attack -3/+6
 Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (Arcana) +21, Knowledge (Planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6
 Languages Abyssal, Celestial, Common, Infernal; Telepathy (100 feet)
 SQ Devour Soul (DC 22) (Su), Spell Deflection (Su)

 SPECIAL ABILITIES

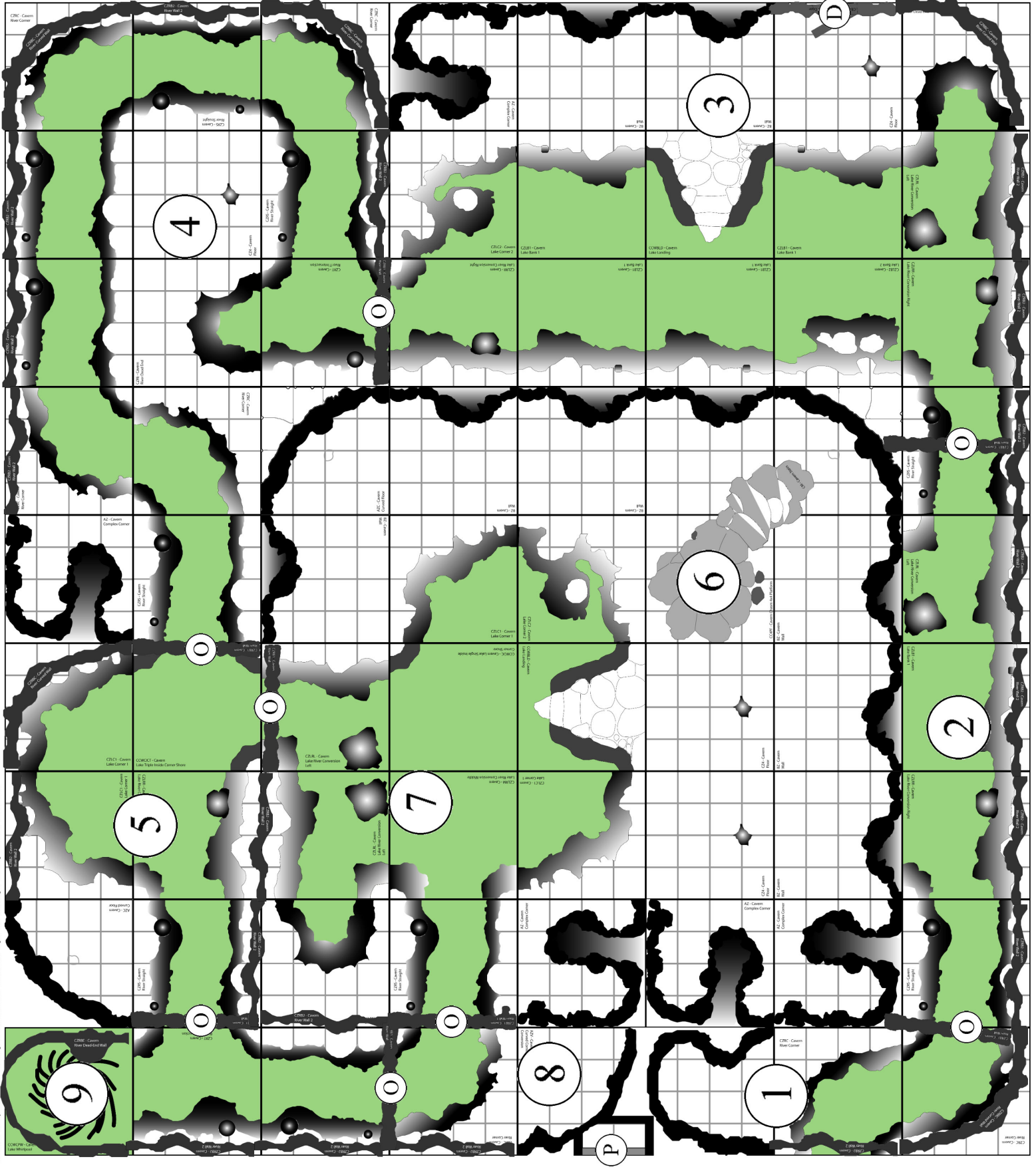
Blind-Fight Re-roll misses because of concealment, other benefits.
 Cleave If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.
 Combat Casting +4 to Concentration checks to cast while on the defensive.
 Combat Expertise +/-3 Bonus to AC in exchange for an equal penalty to attack.
 Darkvision (60 feet) You can see in the dark (black and white vision only).
 Devour Soul (DC 22) (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the
 Energy Drain (1 level) (DC 22) (Ex) Foes hit by the listed attack take neg levels, gain 5 temp hp for each drained.
 Flight (20 feet, Perfect) You can fly!
 Immune to Ability Drain Immune to ability drain
 Immune to Bleeds You are immune to bleeds.
 Immune to Death Effects You are immune to death effects.
 Immune to Energy Drain Immune to energy drain
 Immune to Exhausted You are immune to the exhausted condition.
 Immune to Fatigue You are immune to the fatigued condition.
 Immune to Physical Ability Damage Immune to ability damage to your physical abilities.
 Immunity to Disease You are immune to diseases.
 Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.
 Immunity to Non-lethal Damage You are immune to Non-Lethal Damage
 Immunity to Paralysis You are immune to paralysis.
 Immunity to Poison You are immune to poison.
 Immunity to Sleep You are immune to sleep effects.
 Immunity to Stunning You are immune to being stunned.
 Improved Sunder You Sunder at +4 and don't cause an attack of opportunity.
 Power Attack -3/+6 You can subtract from your attack roll to add to your damage.
 Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, ho
 Spell Resistance (22) You have Spell Resistance.

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Final Stage

THE CELESTIAL LICH
KUBLACON 2012



1. Sewer Entrance

After descending through the grate, you are standing on a small landing, next to a slow moving stream of water and sewage.

2. Sewer Passage

Sewage slowly flows under stalactites.

3. Landing

The sewage stream widens here. A landing is on one side. A service door is in one of the cavern walls.

4. Bend

The sewer snakes around a lazy bend.

5. Pool

A big pool of sewage splits off in two directions.

6. Spire

An altar or statue has been carved on the top of a stone out-cropping. Stairs have been hewn from the stone and lead to the altar.

The Celestial Lich’s Phylactery can be summoned by using the bronze, brass, silver and gold phylactery keys on the altar and succeeding in a DC 28 Spellcraft check. The key appears, shielded in a magic globe that will be dispelled once the guardian is defeated.

7. Large Pool

A landing leads into the large, stagnant pool.

Once the key is summoned, the guardian appears. If the parties are still somewhat intact, they will face a **Plasma Ooze**. Otherwise, they will fight a **Demilich**. When the guardian arrives, the ceiling is torn away, exposing the sewers to the open sky and the guardian descends. At this point, the characters can request an air strike for assistance.

PLASMA OOZE CR 16

Male Plasma Ooze

NN Gargantuan Ooze

Init +0; Senses Blindsight (60 feet); Perception -5

Aura Magnetic Pulse (30 feet)

DEFENSE

AC 6, touch 6, flat-footed 6 (-4 size)

hp 241 (21d8+147)

Fort +14, Ref +7, Will +2

Defensive Abilities Ooze Traits, Split: Slashing or Sonic (46 hp); DR 15/151;; Immune flanking, acid, Immunity to Bludgeoning, critical hits, electricity, paralysis, Immunity to Piercing, poison, polymorph, precision damage, sleep, stunning; Resist cold 30

----- OFFENSE

Spd 0 ft., Flight (30 feet, Perfect)

Melee Constrict (Plasma Ooze) +24 (4d6+19/20/x2) and

Slam (Plasma Ooze) +24 (4d6+19/20/x2) and

Unarmed Strike +24/+19/+14 (1d8+13/20/x2)

Space 20 ft.; Reach 20 ft.

Special Attacks Energy Damage: Constrict, Engulf and Slam (4d6 fir, Engulf (DC 33), Grab: Slam, Plasma Ray

----- STATISTICS

Str 36, Dex 11, Con 24, Int -, Wis 1, Cha 1

Base Atk +15; CMB +32 (+36 Grappling); CMD 42 (can't be Tripped)

Feats

Skills Fly +2, Stealth -12

Languages

SQ No Breath (Ex)

----- SPECIAL ABILITIES

Blindsight (60 feet) Sense things and creatures without seeing them.

Damage Reduction (15/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (30) You have the specified Damage Resistance against Cold attacks.

Energy Damage: Constrict, Engulf and Slam (4d6 fire and 4d6 elec) (Ex) The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

Engulf (DC 33) (Ex) Move over foes to pin inside body and suffocate. Foe gets and AoO or can move clear (Ref neg).

Flight (30 feet, Perfect) You can fly!

Grab: Slam (Gargantuan) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Immune to Flanking You are immune to flanking.

Immunity to Acid You are immune to acid damage.

Immunity to Bludgeoning You are immune to bludgeoning damage.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Electricity You are immune to electricity damage.

Immunity to Paralysis You are immune to paralysis.

Immunity to Piercing You are immune to piercing damage.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Precision Damage You are immune to Precision Damage

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Magnetic Pulse (30 feet) (Su) CMB check pulls metal armor/body 10 ft & engulfs, disarms metal wep.

No Breath (Ex) The monster doesn't breathe and is immune to effects that require breathing.

Ooze Traits Oozes with no intelligence score are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). All oozes are immune to paralysis, poison, polymorph, sleep, and stun. Not subject to critical hits, flanking, o

Plasma Ray (Su) A single foe can only be targetted by 1 ray, but can fire at up to 4 foes.

Split: Slashing or Sonic (46 hp) (Ex) Certain attacks split you into two identical copies.

DEMILICH CR 14

Male Demilich

NE Tiny Undead

Init +7; Senses Darkvision (60 feet); Perception +27

DEFENSE

AC 25, touch 21, flat-footed 21 (+3 Dex, +2 size, +4 natural, +1 dodge)

hp 142 (15d8+75)

Fort +15, Ref +15, Will +21

Defensive Abilities Channel Resistance +5, Rejuvenation; DR 20/—; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, acid, cold, disease, electricity, mind-affecting, non-lethal damage, paralysis, poison, polymorph, sleep, stunning, Undead Traits

Weakness Torpor, Vorpals Susceptibility

OFFENSE

Spd 0 ft., Flight (30 feet, Perfect)

Melee Unarmed Strike +11/+6/+1 (1-2/20/x2)

Space 2.5 ft.; Reach 0 ft.

Special Attacks Devour Soul (DC 24), Telekinetic Storm (DC 20)

Spell-Like Abilities Greater Bestow Curse (At will), Telekinesis (At will), True Seeing (Constant), Wail of the Banshee (20-ft.-rad spread center on s

STATISTICS

Str 6, Dex 17, Con -, Int 21, Wis 20, Cha 21

Base Atk +11; CMB +12; CMD 30

Feats Ability Focus: Devour Soul, Alertness, Defensive Combat Training, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +20, Fly +23, Knowledge (Arcana) +23, Knowledge (Dungeoneering) +20,

Knowledge (History) +15, Knowledge (Planes) +15, Knowledge (Religion) +18, Perception +27,

Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

SQ Immunity to Magic (Su)

SPECIAL ABILITIES

Channel Resistance +5 +5 bonus to save vs. Channel Energy.

Damage Reduction (20/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Devour Soul (DC 24) (Su) Draw soul in 300 ft into gem, destroy body (Fort part). Consume soul to heal.

Flight (30 feet, Perfect) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

Greater Bestow Curse (At will) (Sp) As bestow curse, but enhanced effects.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Acid You are immune to acid damage.

Immunity to Cold You are immune to cold damage.

Immunity to Disease You are immune to diseases.

Immunity to Electricity You are immune to electricity damage.

Immunity to Magic (Su) Immune except vs dispel evil, holy smite, shatter, or power word kill.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Mobility +4 to AC against some attacks of opportunity.

Rejuvenation (Su) Reform 2d6 days after destruction, unless special ritual is performed.

Telekinetic Storm (DC 20) (Su) Obscure vision as fog cloud and deal 12d6 dam in 20 ft radius (Ref half).

Torpor (Ex) Can't take actions unless remains or treasure are disturbed.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

Vorpal Susceptibility (Ex) Vorpal weapons of any kind ignore a demilich's damage reduction.

8. Sewer Exit

A service door leads out of the sewers to a ladder rising to the surface.

9. Whirlpool

The sewer drains here out of the sewer, creating a slowly moving whirlpool.

Should a character enter the whirlpool, they must make one successful DC 18 Swim check in 5 rounds or be sucked into the lower sewers where they will die.