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LICHES



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100% CRUNCH: LICHES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Julian Neale

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the *100% Crunch* line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks of an iconic monster at a wide range of CRs.

This instalment of *100% Crunch* presents 42 liches (CRs 12-20) for the time-crunched GM to immediately utilize in game.



CREDITS

Design: Julian Neale

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: Paul Daly, Jeff Freels, William McAusland. Some artwork copyright Paul Daly, used with permission. Some artwork copyright William McAusland, used with permission. Artwork © 2008 Jeff Freels, used with permission.

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CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *100% Crunch: Liches* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson – of *Fighting Fantasy* and Games Workshop fame – at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to *Dragon* magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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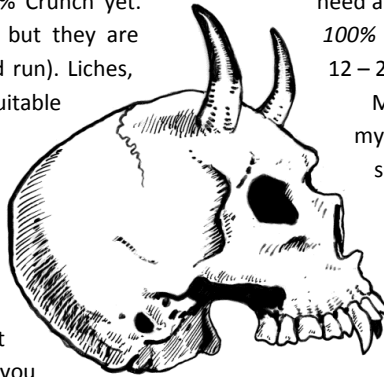
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FOREWORD

In many ways, this is the most ambitious 100% Crunch yet. We've handled skeletons and zombies before but they are relatively simple opponents (both to create and run). Liches, on the other hand, are iconic opponents, only suitable for high-level play. They often take longer to actually stat up than the time they spend on the game table. Generating a single lich can take well over an hour if you include exhaustive spell selection, leaving little time for other prepping tasks.

That's why Julian has slaved over 42 stat blocks for your entertainment pleasure. Now if you



need a lich for a game, you need look no further! Within *100% Crunch: Liches* you'll find liches of every CR from 12 – 20.

Most liches I remember fighting and killing over my long gaming career have been wizards or sorcerers (or occasionally clerics). Julian could have gone down the easy route and simply created loads of wizard liches which would have been handy (but a little too safe and boring for my tastes). Instead, he's used his encyclopaedic knowledge of the Pathfinder rules to create a wide range of weird and (well, for the GM anyway) wonderful liches. Need a drider lich or a succubus lich? Julian's got you covered. He's even snuck in a couple of demiliches and a pugwampi lich!

Having the stat blocks ready to go means that you, the GM, can spend your valuable preparation time focusing on the lich's plots and plans and less time agonising over spell and feat selection. Of course, it's your campaign and so you should feel free to change any of the details of a lich to better suit your campaign. In any event, the liches herein are an excellent starting point for devious plotting.

I hope you find the liches in *100% Crunch: Liches* useful. It would be great to hear about how you use these liches in your game – drop me a line at creighton@ragingswan.com.

WHITE SPACE

My hated enemy and nemesis.

There is a fair amount of white space in this supplement. Normally, white space is one of my most hated enemies – Raging Swan products are normally jammed full of material, but in this case I've decided that this is a bad thing.

Liches are complicated opponents and I wanted the stat blocks herein to be clean and easy to use. Having stat blocks running across multiple pages, therefore, was clearly not going to work. As a GM I hate flipping pages while running monsters – particularly opponents as complicated as liches! (Also, the handy thing about white space is that for complex villains, like liches, you've got some useful note space).

So therefore, I've set up *100% Crunch: Liches* so you can just pick the lich (or liches if you are feeling mean) that you want, hit "print" and go! Everything you need should be on the page you print. No hassle, no fuss, just easy to use PC-killing machines!

LICHES BY CR

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THE LICH

Few creatures are more feared than the lich. The pinnacle of necromantic art, the lich is a spellcaster who has chosen to shed his life as a method to cheat death by becoming undead. While many who reach such heights of power stop at nothing to achieve immortality, the idea of becoming a lich is abhorrent to most creatures. The process involves the extraction of the spellcaster's life-force and its imprisonment in a specially prepared phylactery—the spellcaster gives up life, but in trapping life he also traps his death, and as long as his phylactery remains intact he can continue on in his research and work without fear of the passage of time.

The quest to become a lich is a lengthy one. While construction of the magical phylactery to contain the spellcaster's soul is a critical component, a prospective lich must also learn the secrets of transferring his soul into the receptacle and of preparing his body for the transformation into undeath, neither of which are simple tasks. Further complicating the ritual is the fact that no two bodies or souls are exactly alike—a ritual that works for one spellcaster might simply kill another or drive him insane. The exact methods for each spellcaster's transformation are left to the GM's discretion, but should involve expenditures of hundreds of thousands of gold pieces, numerous deadly adventures, and a large number of difficult skill checks over the course of months, years, or decades.

THE LICHES' PHYLACTERY

An integral part of becoming a lich is the creation of the phylactery in which the character stores his soul. The only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich can rejuvenate after it is killed (see *Creating a Lich*, below).

Each lich must create its own phylactery by using the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

CREATING A LICH

"Lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. A lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A lich gains darkvision 60 ft.

Armour Class: A lich has a +5 natural armour bonus or the base creature's natural armour bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A lich gains channel resistance +4, DR 15/bludgeoning and magic, and immunity to cold and electricity (in addition to those granted by its undead traits). The lich also gains the following defensive ability.

Rejuvenation (Su): When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich wakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Melee Attack: A lich has a touch attack that it can use once per round as a natural weapon. A lich fighting without weapons uses its natural weapons (if it has any) in addition to its touch attack (which is treated as a primary natural weapon that replaces one claw or slam attack, if the creature has any). A lich armed with a weapon uses its weapons normally, and can use its touch attack as a secondary natural weapon.

Damage: A lich's touch attack uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per 2 Hit Dice possessed by the lich. As negative energy, this damage can be used to heal undead creatures. A lich can take a full-round action to infuse itself with this energy, healing damage as if it had used its touch attack against itself.

Special Attacks: A lich gains the two special attacks described below. Save DCs are equal to 10 + 1/2 lich's HD + lich's Cha modifier unless otherwise noted.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralysing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Abilities: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Perception, Sense Motive, and Stealth checks. A lich always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.

ATROPHIED LICH (CR VAR.)

A lich that remains immobile and insensible for extended periods of time can grow atrophied. The exact effects of atrophy vary from lich to lich. For example, a lich's effective wizard level might decline from 20th to 9th, but not as negative levels—such a lich must earn back the lost XP normally. More troubling to the lich is the fact that until it achieves at least 11th-level as a lich, the phylactery is unusable—if destroyed, the lich crumbles to dust, forever dead.

Note: This variant exists as a plot device, to allow player characters to encounter a legendary lich that has been inactive for millennia, which is why no further game statistics are provided. It can also be used as a means to allow a group of player characters to encounter a lich of below CR 12.

MONSTERS WITH INNATE SPELLCASTING

Some creatures in the *Bestiary*, *Bestiary 2* and *Bestiary 3* have innate spellcasting abilities. Some of these would be able to make a phylactery if they had Craft Wondrous Item. Most do not have innate spellcasting at the required level, but could if they

gain levels in the relevant class (note that such levels are associated [i.e. increase CR by +1 per additional class level]).

Some of these creatures are inherently good-aligned, and it is very unlikely that they would become liches; such creatures are italicised in the list that follows. However, particularly memorable villains might be created from fallen celestials or other good-aligned creatures. (However, while *pleroma aeons* [*Bestiary 2*] and *faerie dragons* [*Bestiary 3*] might technically qualify for inclusion in the below list, for various reasons it is inconceivable that either creature would ever become a lich!)



- **CR 4 (Bestiary 2):** *aranae* (sorcerer 5)
 - **CR 5 (Bestiary 3):** *dandasuka* [rakshasa] (sorcerer 2)
 - **CR 6 (Bestiary 3):** *lunar naga* (sorcerer 5)
 - **CR 7 (Bestiary):** *drider* (cleric, sorcerer or wizard 6), *lillend* [azata] (bard 7), *nymph* (druid 7), (Bestiary 3) *ki-rin* (sorcerer 6)
 - **CR 8 (Bestiary):** *dark naga* (sorcerer 7), (Bestiary 2) *lamia matriarch* (sorcerer 6), *neh-thalggu* (sorcerer 7), (Bestiary 3) *lammasu* (oracle 7), *marai* [rakshasa] (sorcerer 5), *water naga* (sorcerer 7)
 - **CR 9 (Bestiary):** *spirit naga* (sorcerer 7), (Bestiary 3) *androsphinx* (cleric 6), *garuda* (sorcerer 7)
 - **CR 10 (Bestiary):** *couatl* (cleric 9), *guardian naga* (sorcerer 9), *rakshasa* (sorcerer 7)
 - **CR 11 (Bestiary 3):** *royal naga* (sorcerer 9)
 - **CR 13 (Bestiary):** *ghaele* [azata] (cleric 13)
 - **CR 14 (Bestiary):** *trumpet archon* (cleric 14)
 - **CR 15 (Bestiary 3):** *tataka* [rakshasa] (sorcerer 12)
 - **CR 16 (Bestiary):** *planetar* [angel] (cleric 16)
 - **CR 19 (Bestiary 2):** *star archon* (cleric 19)
 - **CR 20 (Bestiary 2):** *draconal agathion* (cleric 17), (Bestiary 3) *maharaja* [rakshasa] (sorcerer 18)
 - **CR 23 (Bestiary):** *solar* [angel] (cleric 20)
- Dragons:** Chromatic and metallic dragons (**Bestiary**), primal dragons (**Bestiary 2**) and imperial dragons (**Bestiary 3**) also have spellcasting abilities as sorcerers, which vary according to their age category and dragon type.

FORSAKEN LICH

The means of attaining lichdom are extremely personal for mortal spellcasters, fraught with misinformation and peril. The smallest miscalculation in the potion of lichdom's formula or most minute flaw in one's phylactery can interrupt the process that infuses one's mortal soul with overwhelming arcane and negative energies. Other times, an inexperienced wizard attempts the transformation, or erroneously consumes a formula produced for another spellcaster, instantly dying from the backlash of potent forces or condemning himself to a terminal but far more terrible end.

In these sorrowful cases, the process traps the soul of the would-be lich outside a phylactery that will not accept it and a body that has rejected it. The potent arcane forces tampered with by the lich's failed creation also find themselves unleashed but uncontrolled, surrounding the newly formed abomination, empowering it but also slowly consuming its essence.

This creature, known as a forsaken lich, is granted the undeath it sought in life, but in a terrifyingly temporary fashion. For the miscalculations of its ambitions, the creature's once-vibrant body shrivels and decays like that of a lich, but becomes a lifeless shell manipulated by the malicious soul and unchecked magical storm that envelop it, forces that control the corpse's actions almost like a marionette. Yet this doom is temporary for nearly all who attempt this foul transition. With the soul unbound from the body and both spirit and corpse exposed to destructive arcane tides, both are slowly eroded. After 1d10 days, the forsaken lich's body and soul are both consumed like a lit candle, eventually reduced physically to ashes, and spiritually to nothing—its essence utterly annihilated, scoured from existence for all time.]

CREATING A FORSAKEN LICH

"Forsaken lich" is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it can create the required phylactery. Rarely, a creature unable to create a phylactery stumbles upon this state through tragic ambition. A forsaken lich retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

Senses: A forsaken lich gains darkvision 60 ft.

Armor Class: A forsaken lich has a +3 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead,

forsaken liches use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A forsaken lich gains channel resistance +4, DR 15/bludgeoning and magic, spell resistance 25, and immunity to cold and electricity, in addition to immunities granted by its undead traits. The forsaken lich also gains the following defensive abilities.

Soul Shield (Su) The shadowy double superimposed over the forsaken lich's corporeal form flits around its body, granting the creature concealment (20% miss chance). The miss chance increases to 50% in dim light. This ability never grants total concealment; it only increases miss chances.

Spell Storm (Su) A forsaken lich is the epicentre of a squall of unchecked magical energies. If a spell targets the forsaken lich and fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if it is affected by multiple spells in the same round.

Special Attacks: A forsaken lich gains the special attack described below. Save DCs are equal to 10 + 1/2 the forsaken lich's HD + the forsaken lich's Charisma modifier unless otherwise noted.

Disembodied Strike (Su) The forsaken lich has a special touch attack that it can make as a standard action, using its highest base attack bonus. This attack originates when its disembodied soul reaches out independently and uses negative energy to deal 1d8 points of damage to living creatures + 1 point of damage per every 2 Hit Dice possessed by the forsaken lich. This attack has a reach 5 feet greater than the forsaken lich's normal reach, and may be directed at nearby undead creatures to heal them, or used on the forsaken lich itself to heal damage inflicted on its corporeal form.

Soul Lash (Su) Unbridled magic endlessly funnels into a forsaken lich's body, scouring its body and soul with mighty energies. As a swift action, each round a forsaken lich can unleash this dark energy in a blast of pure magical destructiveness. This blast takes the form of a 240-foot line of destructive energy that deals an amount of damage equal to 1d6 per 2 Hit Dice the forsaken lich possesses (to a maximum of 20d6) and paralyzes those affected for 1d10 rounds. Creatures that make a Reflex save partially avoid the arcane lash, taking only half damage and avoiding the paralysis.

This energy is not completely under the forsaken lich's control. If the forsaken lich does not spend a swift action to discharge the energy every round, it takes an amount of damage equal to 1d6 × 1/4 of its total Hit Dice.

Special Qualities A forsaken lich gains the following special quality.

Delusory Aura (Su) Like its soul, a forsaken lich's mind is disincorporated and scattered across the area around its corpse. This fills the area within 100 feet of the forsaken lich with an ever-shifting panoply of its darkest dreams, dashed ambitions, and enraged insanity. This area is considered to

be under the effects of *mirage arcana*, but of a particularly disturbing variety. All living creatures within the area take a –4 penalty on any saves against fear effects. If the effect is dispelled, it reconstitutes 1 round later.

Abilities Str +6, Cha +6. Being undead, a lich has no Constitution score.

NEW ARCHETYPES

The following new archetypes are meant for intelligent undead creatures, such as skeleton lords, liches and vampires. The following archetypes are not suitable for player characters, but are instead tools for the GM.

Creature Type: A creature taking one of these archetypes must be a corporeal undead creature, unless otherwise noted.

Returning to Life: A character with one of these archetypes who is returned to life reverts to the standard version of the class in question.

UNLIVING BARD

An unliving bard is an undead bard. They are like standard bards, but their enhancing abilities benefit undead creatures only and their spell list is tailored to the fact that they are undead.

Creature Type An unliving bard must be undead, but may be corporeal or incorporeal.

Spell List Remove 0 (at will)—*dancing lights, flare, light*; 1st—*cure light wounds*; 2nd—*animal messenger, animal trance, cure moderate wounds*; 3rd—*cure serious wounds, daylight*; 4th—*cure critical wounds, neutralize poison, speak with plants*; 5th—*mass cure light wounds*; 6th—*heroes' feast, mass cure moderate wounds*.

Spell List Add 0 (at will)—*bleed, disrupt undead, touch of fatigue*; 1st—*inflict light wounds*; 2nd—*command undead, desecrate, inflict moderate wounds*; 3rd—*deeper darkness, inflict serious wounds*; 4th—*animate dead, enervation, inflict critical wounds*; 5th—*mass inflict light wounds*; 6th—*mass inflict moderate wounds, unhallow*.

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage, inspire competence, inspire greatness, and inspire heroics*. Creatures of other types cannot be affected by an unliving bard's inspiring performances.

Thanatonic Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial

qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses (i.e. "buff spells") do not work on living creatures when cast by an unliving bard.

UNLIVING DRUID

An unliving druid is an undead druid. They are like standard druid, but their spell list is tailored to their new condition.

Spell List Remove 0 (at will)—*flare, light, purify food and drink*; 1st—*cure light wounds*; 2nd—*bear's endurance, lesser restoration*; 3rd—*cure moderate wounds, daylight, neutralize poison, remove disease*; 4th—*cure serious wounds*; 5th—*cure critical wounds*; 6th—*mass cure light wounds*; 7th—*heal, mass cure light wounds*; 8th—*mass cure serious wounds*; 9th—*mass cure critical wounds*.

Spell List Add 0 (at will)—*bleed, disrupt undead, touch of fatigue*; 1st—*inflict light wounds*; 2nd—*darkness, eagle's splendour*; 3rd—*animate dead, deeper darkness, contagion, inflict moderate wounds*; 4th—*inflict serious wounds*; 5th—*inflict critical wounds*; 6th—*mass inflict light wounds*; 7th—*harm, mass inflict light wounds*; 8th—*mass inflict serious wounds*; 9th—*mass inflict critical wounds*.

UNLIVING RANGER

An unliving ranger is an undead ranger. They are like standard rangers, but their spell list is tailored to their new condition.

Spell List Remove 2nd—*bear's endurance, cure light wounds*; 3rd—*cure moderate wounds, darkvision, neutralize poison, remove disease*; 4th—*cure serious wounds*.

Spell List Add 2nd—*eagle's splendour, inflict light wounds*; 3rd—*animate dead, deeper darkness, contagion, inflict moderate wounds*; 4th—*inflict serious wounds*.

THE DEMILICH

In their endless years of unlife, some liches lose themselves in introspection, and can no longer rouse themselves to face the endless march of days. Still others cast their consciousness far from their bodies, wandering planes and realities far beyond mortal ken. Absent the vitality of the soul, such a lich's physical form succumbs to decay over the centuries. In time, only the lich's skull remains intact. Yet the bonds of undeath keep the lich's remains from final dissolution. Vestiges of the lich's intellect remain within the skull, and wake to terrible wrath should it be disturbed. Traces of the lich's will to live strengthen the skull, rendering it harder than any steel. The lich's greed and lust for power manifest in the growth of gems in its skull. Lastly, though only the barest remnants of the lich's eldritch might survive, a demilich aroused to anger still retains enough power to flense the very soul from any defiling its final rest.

The lich's phylactery invariably fails during the slow decline of lich into demilich, losing its last vestiges of enchantment if not crumbling into dust with the lich's body. But even without the preserving power of the phylactery, demiliches retain a tenacious grip on existence. Only powerful and precise use of magic can permanently destroy a demilich and its remains.

To the unwary adventurer, a demilich looks like nothing more than dust and bones within the lich's former sanctum. Indeed, until disturbed, a demilich has only the vaguest awareness of intruders, and ignores their presence. Any attempt to steal the demilich's possessions, disturb its remains, or harm its domain rouses the demilich's slumbering mind, causing it to rise up in the air and voice its *wail of the banshee* before again settling to the ground. Should the interlopers relent, the skull returns to its torpor. But if they persist, the skull rises again, not to rest again until all in its sight have perished. Fortunately for intruders, demiliches never pursue those wise enough flee.

BECOMING A DEMILICH

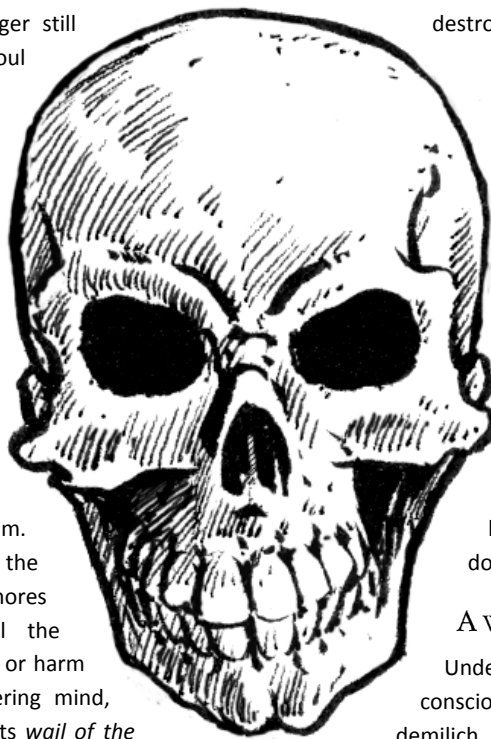
Most demiliches achieved their state through apathy, not volition. For each decade that a demilich fails to stir itself to meaningful action, there is a 1% cumulative chance that its corporeal body decays into dust, save for the skull. Any return to activity resets the chance of transformation to 0%. Once the lich's body decays, the lich's intellect returns to its phylactery as

normal. However, the skull rejects the return of the lich's consciousness, keeping the lich trapped in its deteriorating phylactery for 1d10 years. If during that time the lich's remains are destroyed or scattered (for example, by wandering adventurers), the lich's phylactery forms a new body and the intellect leaves the phylactery as normal, returning the lich to life. But if the lich's remains survive unperturbed, the phylactery's magic fails catastrophically, releasing the lich's soul and causing 5d10 points of damage to the phylactery. Regardless of whether or not the phylactery physically survives, the energies released by its failure channel into the lifeless skull of the lich, allowing the last remnants of the lich's soul to transform it into a demilich. The lich's soul itself either is utterly destroyed, reaches its final reward or punishment, or is condemned to wander the edges of the multiverse forever.

For wandering liches, the process is similar, but based on the number of decades the lich spends without its intellect returning to its body. While the lich's body still decays, its mind remains at large, only becoming trapped in the phylactery if the lich tries to return during the period in which its body has failed, but it has not yet become a demilich. Should the lich's phylactery fail before the wandering lich returns, the skull becomes a demilich, and the lich's mind is doomed to wander until the end of days.

AWAKENED DEMILICHES

Under exceptional conditions, a lich's full consciousness survives its transformation into a demilich, or a lich's wandering intellect manages to return to its jewelled skull. Such creatures are awakened demiliches, and combine the powers and near-invulnerability of a demilich with the mind and spellcasting prowess of a lich. An awakened demilich has the full spellcasting abilities of the lich it was before, and gains *Eschew Materials* and *Still Spell* as bonus feats. Awakened liches keep their original lich Hit Dice, and any mental attributes that are higher than the demilich's minimums. They otherwise have all the special abilities and defences of a demilich, and no abilities of the original lich beyond spellcasting and mental attributes. An awakened demilich has a CR of 16, or the CR of the original lich + 3, whichever is higher.



ELF MAGUS LICH

CR 12 (XP 19,200)

This skeletal elf wears a silvery breastplate and carries a rapier. Its black eyes glimmer menacingly.

Female elf lich magus 11

NE Medium undead

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +20, Sense Motive +19

Speed 30 ft.; **ACP** 0; Acrobatics +20, Fly +18, Stealth +26

AC 26, touch 14, flat-footed 22; **CMD** 22

(+7 armour (+1 mithral breastplate), +4 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +12, **Ref** +9, **Will** +11 (+15 vs. channelling); +2 vs. enchantment

hp 97 (11 HD); **DR** bludgeoning and magic/15

Space 5 ft. fear aura (60 ft.); **Base Atk** +8; **CMB** +8

Fear Aura (Su) Creatures with less than 5 HD must make a DC 18 Will save or become frightened. Creatures with more than 5 HD must make a DC 18 Will save or be shaken for 11 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *agile rapier* (Power Attack [-3/+6]) +14/+9 (1d6+7/15-20) and

Melee Touch touch +7 (1d8+6 plus paralyzing touch [DC 18]) or

Melee Touch unarmed strike +12 (1d8+6 plus paralyzing touch [DC 18])

Atk Options Combat Reflexes, Disruptive, Spellbreaker, arcane pool (arcane accuracy; 9 points), improved spell combat, improved spell recall, paralyzing touch, spellstrike

Arcane Accuracy (Su [swift; 1 arcane point]) The magus gains a +4 (his Intelligence bonus) insight bonus on all attack rolls until the end of his turn.

Improved Spell Combat (Ex) The lich can cast spells and wield his weapons at the same time like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, he must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. When using the spell combat ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll. The lich can choose to cast the spell first or make the weapon attacks first, but if he has

more than one attack, he cannot cast the spell between weapon attacks.

Improved Spell Recall (Su [swift]) The lich recalls one magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to half the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. Furthermore, instead of recalling a used spell, as a swift action the magus can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The magus cannot apply metamagic feats to a spell prepared in this way. The magus does not need to reference his spellbook to prepare a spell in this way.

Paralysing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Spellstrike (Su) Whenever the magus casts a magus spell with a range of "touch", he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, he can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range, but the spell effect only deals ×2 damage on a critical hit, while the weapon damage uses its own critical modifier.

Magus Spells Prepared (CL 11th; concentration +15)

4th—*greater invisibility* (2), *stoneskin*

3rd—*displacement*, *fly*, *greater magic weapon*, *haste*, *slow* (DC 17)

2nd—*bull's strength*, *cat's grace*, *darkness*, *fox's cunning*, *invisibility*

1st—*expeditious retreat*, *feather fall*, *shocking grasp* (3), *shield* 0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *read magic*

Combat Gear *potions of eagle's splendour* (2)

Abilities Str 10, Dex 18, Con —, Int 18, Wis 14, Cha 16

SQ magus arcana (arcane accuracy), fighter training, knowledge pool, medium armour, rejuvenation, weapon familiarity (elf)

Feats Combat Reflexes, Craft Wondrous Item, Disruptive^B, Improved Critical (rapier), Improved Initiative, Power Attack, Spellbreaker^B, Weapon Finesse, Weapon Focus (rapier)^B, Weapon Specialisation (rapier)^B

Skills as above plus Knowledge (arcana) +18, Spellcraft +18

Languages Common, Draconic, Elven, Goblin, Orc, Sylvan

Gear as above plus *boots of elvenkind*, *cloak of resistance* +2, spell component pouch, components for one casting of *stoneskin*, pouch with 124 gp worth of mixed coins and gems

Spellbook As above plus GM determined

HALFLING CLERIC LICH CR 12 (XP 19,200)

This mouldering halfling wears a dull silver breastplate.

Male halfling lich cleric 11

NE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +23, Sense Motive +22

Speed 20 ft.; **ACP** -1; Acrobatics +10, Climb +12, Stealth +2

AC 26, touch 14, flat-footed 23; **CMD** 19

(+7 armour [+1 *mithral breastplate*], +3 Dex, +5 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +15, **Ref** +10, **Will** +15 (+19 vs. channelling)

hp 119 (11 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.) **Base Atk** +8; **CMB** +6

Fear Aura (Su) Creatures with less than 5 HD must make a DC 19 Will save or become frightened. Creatures with more than 5 HD must make a DC 19 Will save or be shaken for 11 rounds.

A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee Touch touch +12 (1d8+5 plus paralyzing touch [DC 19]) or

Melee Touch dazing touch (7/day) +12 (dazed [1 round]; 11th)

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks channel negative energy (7/day, DC 19, 6d6), charming smile, copycat, master's illusion

Charming Smile (Sp [swift]) The lich charms one person (DC 19 Will negates) at a time for up to 11 rounds each day. The rounds do not need to be consecutive. Dismissing this ability is a free action. Each attempt to use this ability consumes one round of duration whether the target saves or not.

Copycat (Sp [move; 7/day]) The lich creates an illusionary double of itself (duration 11 rounds). This ability does not stack with mirror image

Master's Illusion (Sp; standard) The lich can create an illusion (DC 19 Will) that hides the appearance of itself and any allies within 30 ft. for 11 rounds. This ability otherwise functions as a *veil* spell. These rounds do not need to be consecutive.

Cleric Spells Prepared (CL 11th; concentration +15; Charm, Trickery; spontaneous casting [*inflict* spells])

6th—*antilife shell*, *mislead*^D (DC 20)

5th—*charm monster*^{D, E} (DC 21), *flame strike* (DC 19), *greater command*^E (DC 21)

4th—*confusion*^{D, E} (DC 20), *freedom of movement*, *spell immunity*, *unholy blight* (2; DC 18)

3rd—*dispel magic*, *magic vestment*, *nondetection*^D (DC 17), *prayer*, *protection from energy* (2)

2nd—*calm emotions*^E (DC 18), *hold person*^E (DC 18), *eagle's splendour*, *invisibility*^D, *owl's wisdom*, *silence* (DC 16)

1st—*command*^E (DC 17), *disguise self*^D, *divine favour*, *liberating command*, *protection from good*, *shield of faith*

0 (at will)—*detect magic*, *mending*, *read magic*, *stabilise*

Combat Gear *potion of barkskin* +5, *potions of cat's grace* (2), *scrolls of summon monster VI* (3)

Abilities Str 8, Dex 16, Con —, Int 14, Wis 18, Cha 18

SQ aura of evil (overwhelming), rejuvenation, weapon familiarity (halfling)

Feats Combat Reflexes, Craft Wondrous Item, Greater Spell Focus (enchantment), Spell Focus (enchantment), Toughness, Weapon Finesse

Skills as above plus Knowledge (religion) +16, Spellcraft + 16

Languages Common, Dwarven, Elven, Halfling

Gear as above plus *cloak of resistance* +3, unholy symbol, spell component pouch, pouch with 50 gp worth of mixed coins

HUMAN WIZARD LICH CR 12 (XP 19,200)

Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be.

Female human lich wizard (necromancer) 11

NE Medium undead

Init +2; **Senses** darkvision 60 ft., life sight (11 rounds/day); Perception +24, Sense Motive +24

Life Sight (Su [standard]) The lich has blindsight with a range of 10 ft. for 11 rounds per day. This ability only allows it to locate living creatures and undead.

Speed 30 ft.; **ACP** 0; **Stealth** +24

AC 23, touch 14, flat-footed 21; **CMD** 25

(+2 deflection [*ring of protection* +2], +2 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +6, **Ref** +7 (Improved Lightning Reflexes), **Will** +11 (+15 vs. channelling)

hp 96 (111 with *false life*) (11 HD); **DR** bludgeoning and magic/15

Space 10 ft.; fear aura (60 ft.); **Base Atk** +5; **CMB** +5

Fear Aura (Su) Creatures with less than 5 HD must make a DC 18 Will save or become frightened. Creatures with more than 5 HD must make a DC 18 Will save or be shaken for 11 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee Touch touch +5 (1d8+5 plus paralyzing touch [DC 18]) or

Melee Touch grave touch (9/day) +5 (shaken [5 rounds])

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks power over undead (Command Undead; 9/day, DC 18)

Wizard Spells Prepared (CL 11th; concentration +22 [+26 casting defensively or grappling]; ranged touch +13; Extend Spell, Maximise Spell, Quicken Spell, arcane bond [*ring of protection*])

6th—*circle of death* (DC 22), *globe of invulnerability*, maximised *fireball* (DC 19)

5th—*cloudkill* (DC 21), *cone of cold* (DC 21), quickened *magic missile*, *waves of fatigue*

4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)

3rd—*dispel magic* (2), *fireball* (DC 19), *suggestion* (DC 19), *vampiric touch* (DC 19)

2nd—*darkness*, extended *mage armour*, *false life*, *scorching ray* (2), *see invisibility*, *spectral hand*

1st—*magic missile* (3), *ray of enfeeblement* (2; DC 17), *shield* (2)

0 (at will)—*bleed* (DC 16), *detect magic*, *ray of frost*, *read magic*

Combat Gear *potion of invisibility*, *scroll of dominate person*

Abilities Str 10, Dex 14, Con —, Int 22, Wis 14, Cha 16

SQ rejuvenation

Feats Command Undead^B, Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes,

Iron Will, Lightning Reflexes, Maximise Spell^B, Quicken Spell^B, Scribe Scroll^B, Toughness

Skills as above plus Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Spellcraft +20

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon

Gear as above plus *boots of levitation*, *headband of vast intelligence* +2 [Perception], spell component pouch, pouch with 69 gp worth of mixed coins and gems

Spellbook as above (illusion, transmutation) plus GM determined

HUMAN DRUID LICH CR 12 (XP 19,200)

Clad in faded leather armour, this skeletal human clutches a bloody scimitar.

Male human lich druid (aquatic, unliving) 11

NE Medium undead (aquatic)

Init +5 (+10 in aquatic terrain); **Senses** darkvision 60 ft.; Perception +27 (+32 in aquatic terrain), Sense Motive +16

Speed 30 ft., swim 30 ft.; aquatic adaption; **ACP** 0; Ride +8, Stealth +23 (+28 in aquatic), Swim +25

Aquatic Adaptation (Ex) The lich cannot be tracked in aquatic terrain.

AC 20, touch 13, flat-footed 18; **CMD** 21

(+2 armour (mwk leather), +1 deflection (*ring of protection* +1), +1 Dex, +1 dodge [Dodge], +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +13, **Ref** +9, **Will** +14 (+18 vs. channelling); resist ocean's fury

Resist Ocean's Fury (Ex) An aquatic druid gains a +4 bonus on saving throws against spells of the water type or the exceptional or supernatural abilities of creatures with the aquatic or water subtype.

hp 108 (11 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +8; **CMB** +10

Fear Aura (Su) Creatures with less than 5 HD must make a DC 18 Will save or become frightened. Creatures with more than 5 HD must make a DC 18 Will save or be shaken for 11 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *scimitar* +11/+6 (1d6+3/18-20) and touch attack +5 (1d8+5 plus paralyzing touch [DC 18]) or

Melee Touch touch +10 (1d8+5 plus paralyzing touch [DC 18])

Ranged Touch icicle (8/day; 30 ft.) +9 (1d6+5 cold)

Attack Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks wild shape (3/day; as a 9th-level druid; Natural Spell)

Druid Spells Prepared (CL 11th; concentration +16; Water; ranged touch +9; spontaneous casting [*summon nature's ally*])

6th—*cone of cold*^D (DC 21), *greater dispel magic*

5th—*inflict critical wounds* (2; DC 20), *ice storm*^D, *stoneskin*

4th—*control water*^D, *dispel magic* (2), *freedom of movement*, *thorn body*

3rd—*deeper darkness*, *greater magic fang* (2), *protection from energy* (2), *water breathing*^D

2nd—*barkskin* (2), *bull's strength*, *cat's grace*, *fog cloud*^D, *owl's wisdom*

1st—*entangle* (DC 16), *faerie fire* (2), *longstrider* (2), *pass without trace*, *obscuring mist*^D

0 (at will)—*detect magic*, *guidance*, *know direction*, *read magic*

Combat Gear *potions of eagle's splendour* (2), *potions of haste* (2), *potions of mage armour* (2)

Abilities Str 14, Dex 12, Con —, Int 14, Wis 20, Cha 16

SQ amphibious, aquatic adaptation (+5), nature bond (domain), nature sense, rejuvenation, seaborn, wild empathy +14 (only aquatic or water creatures or those with a swim speed)

Seaborn (Ex) The lich has can endure cold climate effects as if using *endure elements*.

Feats Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Lightning Reflexes, Natural Spell, Toughness^B

Skills as above plus Knowledge (geography) +16 (+21 in aquatic), Knowledge (nature) +18, Spellcraft +16, Survival +21 (+26 in aquatic)

Languages Aquan, Common, Giant, Druid

Gear as above plus *cloak of resistance* +3, *elixir of swimming* (2), *headband of vast intelligence* +2 [Spellcraft], silversheen, spell component pouch, components for two castings of *stoneskin*, pouch with 69 gp worth of mixed coins and gem

HUMAN FORSAKEN LICH CLERIC

CR 12 (XP 19,200)

This horribly withered creature moves in jerks and twitches as if constantly wracked with pain. Waves of shadow undulate through the creature's body, emerging like appendages from just beneath its dry, stretched skin.

Male human forsaken lich cleric 11

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +19

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping)

AC 21, touch 10, flat-footed 21; **CMD** 24; **Miss Chance** 20% (soul shield)

(+8 armour [+2 *breastplate*], +3 natural)

Soul Shield (Su) A shadowy double is superimposed over the lich's body granting concealment. In dim light, this miss chance increases to 50% but does not grant total concealment.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +11, **Ref** +6, **Will** +15 (+19 vs. channelling); **SR** 25 (spell storm)

Spell Storm (Su) If a spell targets the forsaken lich, but fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if targeted by multiple spells in the same round.

hp 108 (11 HD); **DR** bludgeoning and magic/15

Space 5 ft.; desultory aura (100 ft.); **Base Atk** +8; **CMB** +13

Desultory Aura (Su) A particularly disturbing *mirage arcana* surrounds the forsaken lich. All living creatures in the area take a -4 penalty on saves vs. fear effects. If the effect is dispelled it returns 1 round later.

Melee +1 *spear* +16/+11 (1d8+10/19-20/x3) or

Melee Touch disembodied strike (reach 10 ft.) +14 (1d8+5 negative energy) or

Melee Touch bleeding touch (8/day) +14 (1d6 bleed [5 rounds])

Ranged hand of the acolyte (8/day; range 30 ft.) +15 (1d8+10/19-20/x3)

Atk Options Combat Expertise, Improved Trip

Special Attacks bleeding touch, channel negative energy (10/day, DC 20, 6d6), dispelling touch, soul lash

Dispelling Touch (Sp [standard; 1/day]) The lich uses a melee touch attack (+14) as a targeted *dispel magic*.

Soul Lash (Su [swift]) Each round, a forsaken lich can unleash a 240-foot line of destructive energy (5d6 damage plus paralysis [1d10 rounds; DC 20 Reflex halves and avoids paralysis]).

Cleric Spells Prepared (CL 11th; concentration +16; Death, Magic; spontaneous casting [*inflict*])

6th—*antilife shell*, *create undead*^D

5th—*flame strike* (2; DC 20), *slay living*^D (DC 20), *symbol of pain* (DC 20)

4th—*divine power*, *freedom of movement*, *imbue with spell ability*^D, *spell immunity*, *unholy blight* (DC 19)

3rd—*animate dead*^D, *bestow curse* (DC 18), *dispel magic*, *glyph of warding* (DC 18), *invisibility purge*, *protection from energy*

2nd—*death knell*^D, *desecrate*, *gentle repose*, *hold person* (DC 17), *resist energy*, *silence* (DC 17)

1st—*cause fear*^D (DC 16), *command* (DC 16), *entropic shield*, *deathwatch*, *doom* (DC 16), *protection from good*, *shield of faith*

0 (at will)—*bleed*, *detect magic*, *guidance*, *read magic*

Combat Gear *potions of barkskin* +4, *bull's strength* (2) and *eagle's splendour*

Abilities Str 22, Dex 10, Con —, Int 13, Wis 21, Cha 20

Feats Combat Expertise, Craft Wondrous Item, Extra Channel, Improved Critical (spear), Improved Trip, Selective Channelling, Weapon Focus (spear)

Skills as above plus Knowledge (arcana) +15, Knowledge (religion) +15, Spellcraft +15

Languages Abyssal, Common

Gear as above plus *cloak of resistance* +3, spell component pouch, components for two castings each of *desecrate*, *glyph of warding*, and *symbol of pain*, pouch with 42 gp worth of mixed coins

DWARF ORACLE LICH CR 13 (XP 25,600)

Clad in ornately decorated full plate, this dwarf's beard is threadbare. The creature's face is partially rotten.

Male dwarf lich oracle (battle) 12

LE Medium undead

Init +5, war sight; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Perception +24 (+21 listening; +26 vs. unusual stonework [stonecunning]), Sense Motive +21

War Sight (Su) When the lich rolls for initiative, he can roll three times and take any one of the results. The lich can always act in the surprise round, but if he fails to notice the ambush, he acts last, regardless of his initiative result (he acts in the normal order in following rounds).

Speed 20 ft.; **ACP** -5; **Acrobatics** -4 (-8 jumping)

AC 29, touch 12, flat-footed 27; **CMD** 22 (26 vs. bull rush and trip); +4 vs. giants; iron skin (+10 armour [+1 full plate], +2 Dex, +5 natural, +2 shield [heavy mithral])

Iron Skin (Su [2/day]) The lich's skin hardens and takes on the appearance of iron, granting him DR adamantite/10. This functions as *stoneskin* (CL 12).

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +13, **Ref** +11, **Will** +16 (+20 vs. channelling); +2 vs. spells and spell-like abilities

hp 141 (12 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +9; **CMB** +11

Fear Aura (Su) Creatures with less than 5 HD must make a DC 20 Will save or become frightened. Creatures with more than 5 HD must make a DC 20 Will save or be shaken for 12 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *dwarven waraxe* (Power Attack [-4/+8]) +14/+9 (1d10+3/19-20/x3) and touch attack +6 (1d8+6 plus paralyzing touch [DC 20]) or

Melee Touch touch +11 (1d8+6 plus paralyzing touch [DC 20])

Attack Options +1 attack vs. goblin- and orc-type foes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Oracle Spells Known (CL 12th; concentration +17 [+21 casting defensively or grappling]; ranged touch +10; deaf)

6th (3/day)—*harm* (DC 22), *mass bull's strength*, *mass inflict moderate wounds* (DC 22)

5th (6/day)—*flame strike* (DC 21), *mass inflict light wounds* (DC 21), *righteous might*, *spell resistance*

4th (7/day)—*blessing of fervour*, *divine power*, *greater magic weapon*, *inflict critical wounds* (DC 20), *wall of fire*

3rd (7/day)—*animate dead*, *inflict serious wounds* (DC 19), *invisibility purge*, *magic vestment*, *meld into stone*, *protection from energy*

2nd (7/day)—*align weapon*, *bull's strength*, *eagle's splendour*, *darkness*, *fog cloud*, *inflict moderate wounds* (DC 18), *spiritual weapon*

1st (8/day)—*divine favour*, *enlarge person*, *inflict light wounds* (DC 17), *protection from good*, *sanctuary* (DC 17), *shield of faith*, *sun metal*

0 (at will)—*bleed* (DC 16), *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*, *virtue*

Deaf All of the lich's spells are cast as if modified by the Silent Spell feat; this does not increase their level or casting time.

Combat Gear *scrolls of summon monster VII* (2)

Abilities Str 14, Dex 12, Con —, Int 12, Wis 18, Cha 21

SQ mystery (battle), oracle's curse (deaf), rejuvenation, revelations (iron skin, skill at arms [martial weapons, heavy armour], war sight, weapon mastery), weapon familiarity (dwarven), weapon mastery

Feats Combat Casting, Craft Wondrous Item, Greater Weapon Focus (dwarven waraxe)^B, Improved Critical (dwarven waraxe)^B, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (dwarven waraxe)^B

Skills as above plus Appraise +1 (+3 to value nonmagical metal and gemstones), Knowledge (engineering) +16, Knowledge (history) +16, Knowledge (religion) +16, Spellcraft +16

Languages Common, Dwarven, Gnome

Gear as above plus mwk cold iron dwarven waraxe, *cloak of resistance* +4, spell component pouch, silver unholy symbol, pouch with 59 gp worth of mixed coins and gems

HALF-ELF WIZARD LICH CR 13 (XP 25,600)

Once fine robes hang in tatters from this withered elven corpse.

A pale green light shines from its eye sockets.

Female half-elf lich wizard (conjurer) 12

NE Medium undead

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +27, Sense Motive +25

Speed 30 ft.; dimensional steps; **ACP** 0; Acrobatics +14, Fly +17, Stealth +25

Dimensional Steps (Su [standard]) The lich can teleport up to 360 ft. per day without provoking attacks of opportunity. The lich must use this movement in 5-foot increments. It can bring along willing creatures but must expend a like amount of distance for each additional creature.

AC 18, touch 13, flat-footed 15; **CMD** 17 (+2 Dex, +1 dodge [Dodge], +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +11, **Ref** +10, **Will** +12 (+16 vs. channelling); +2 vs. enchantment

hp 104 (12 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +6; **CMB** +6

Fear Aura (Su) Creatures with less than 5 HD must make a DC 19 Will save or become frightened. Creatures with more than 5 HD must make a DC 19 Will save or be shaken for 12 rounds.

A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee touch attack +8 (1d8+6 plus paralyzing touch [DC 19])

Ranged Touch acid dart (9/day; 30 ft.) +8 (1d6+6 acid)

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Wizard Spells Prepared (CL 11th; concentration +18; ranged touch +8; arcane bond [ring]; Augment Summoning, summoner's charm [+6 rounds])

6th—*mass suggestion*^E (DC 24), *summon monster VI* (2)

5th—*cloudkill* (DC 22), *dismissal* (DC 22), *feeblemind*^E (DC 23), *wall of stone*

4th—*confusion*^E (DC 22), *crushing despair*^E (DC 22), *dimension door*, *lesser globe of invulnerability*

3rd—*dispel magic*, *displacement*, *fly*, *haste*, *stinking cloud* (DC 20)

2nd—*cat's grace*, *eagle's splendour*, *glitterdust* (DC 19), *invisibility*, *see invisibility*

1st—*mage armour* (2), *protection from good*, *shield* (2)

0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *read magic*

Combat Gear *elixir of tumbling*, *potion of invisibility*, *scrolls of summon monster VII* (2)

Abilities Str 10, Dex 14, Con —, Int 25, Wis 14, Cha 16

SQ elf blood, rejuvenation

Feats Augment Summoning, Brew Potion^B, Craft Wondrous Item^B, Great Fortitude, Lightning Reflexes, Scribe Scroll^B, Skill

Focus (Diplomacy)^B, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills as above plus Diplomacy +21, Knowledge (arcana) +22, Knowledge (nobility) +22, Spellcraft +22

Languages Abyssal, Common, Draconic, Dwarf, Elven, Halfling, Infernal, Orc, Sylvan

Gear as above plus *cloak of resistance* +2, *hat of disguise*, *headband of vast intelligence* [Fly, Spellcraft] +4, ring (arcane bond), spell component pouch, pouch with 94 gp worth of mixed coins

Spellbook as above (evocation, necromancy) plus GM determined

PUGWAMPI DRUID LICH CR 13 (XP 25,600)*This tiny, rotting dog-like creature stands on its back legs.*

Female pugwampi lich druid (unliving) 12

NE Tiny undead

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +28 (+24 listening), Sense Motive +15**Speed** 30 ft.; trackless step, woodland stride; **ACP** 0; Ride +7, Stealth +33**Trackless Step (Ex)** The lich leaves no trail in natural surroundings and cannot be tracked.**Woodland Stride (Ex)** The lich can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.**AC** 25, touch 18, flat-footed 21; **CMD** 19(+2 armour (+1 *leather*), +2 deflection [*ring of protection* +2], +3 Dex, +1 dodge [Dodge], +5 natural, +2 size)**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity**Fort** +12, **Ref** +12, **Will** +17 (+21 vs. channelling); +4 vs. fey spell-like and supernatural abilities; **SR** 20**hp** 98 (13 HD); **DR** bludgeoning and magic/15 or cold iron/2**Space** 2 1/2 ft.; fear aura (60 ft.), unluck aura (20 ft.); **Base Atk** +9; **CMB** +6**Fear Aura (Su)** Creatures with less than 5 HD must make a DC 17 Will save or become frightened. Creatures with more than 5 HD must make a DC 17 Will save or be shaken for 13 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.**Unluck Aura (Su)** A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favour*) is immune to the pugwampi unluck aura.**Melee** mwk longsword (reach 5 ft.) +15 (1d4-1/x3) or**Melee Touch** touch (reach 0 ft.) +14 (1d8+6 plus paralyzing touch [DC 19])**Ranged Touch** lightning arc (7/day; range 30 ft.) +12 (1d6+6 electricity)**Attack Options** Combat Reflexes, paralyzing touch**Paralyzing Touch (Su)** A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.**Special Attacks** wild shape (5/day; Small; +4 Str, -2 Dex; Natural Spell)**Druid Spells Prepared** (CL 12th; concentration +16; Air; ranged touch +14; spontaneous casting [*summon nature's ally*])6th—*chain lightning*^D (DC 20), *greater dispel magic*, *transport via plants*5th—*control winds*^D, *stoneskin*, *transmute mud to rock* (DC 19), *transmute rock to mud* (DC 19)4th—*air walk*^D, *freedom of movement*, *inflict serious wounds* (2; DC 18)3rd—*gaseous form*^D, *greater magic fang* (2), *protection from energy* (2), *wind wall*2nd—*barkskin* (2), *bull's strength*, *cat's grace*, *owl's wisdom*, *wind wall*^P1st—*entangle* (2; DC 15), *faerie fire* (2), *longstrider*, *obscuring mist*^D0 (at will)—*detect magic*, *guidance*, *know direction*, *read magic***Spell-Like Abilities** (CL 1st; concentration +2)At will—*prestidigitation*, *speak with animals*1/day—*shatter* (DC 13)**Combat Gear** *potions of eagle's splendour* (2), *wand of darkness* (17 chgs.), *wand of spike stones* (14 chgs.)**Abilities** Str 9, Dex 16, Con —, Int 12, Wis 18, Cha 12**SQ** nature bond (domain), nature sense, resist nature's lure, rejuvenation, wild empathy (+13)**Feats** Ability Focus (paralysing touch), Combat Reflexes, Craft Wondrous Item, Dodge, Improved Initiative, Natural Spell, Toughness^B, Weapon Finesse^B, Weapon Focus (slam)**Skills** as above plus Bluff +2, Craft (traps) +17, Disable Device +4, Knowledge (nature) +18, Spellcraft +17, Survival +14**Languages** Common, Gnoll, Undercommon**Gear** as above plus *cloak of resistance* +3, spell component pouch, components for two castings of *stoneskin*, pouch with 209 gp and 5 sp worth of mixed coins and gems

SYLPH SORCERER LICH CR 13 (XP 25,600)

Once fine robes hang in tatters from this thin and withered, but disturbingly beautiful, female corpse. A pale blue light shines from her hollow eye sockets.

Sylph lich sorcerer (elemental [air]) 12

NE Medium undead

Init +7; **Senses** cloud gazer, darkvision 60 ft.; Perception +13, Sense Motive +13

Cloud Gazer The lich can see through fog, mist and clouds without penalty ignoring any cover or concealment bonuses from such effects. If the effect is magic, this feat instead triples the distance it can see without penalty.

Speed 35 ft.; **ACP** 0; Fly +18, Stealth +17

AC 19, touch 14, flat-footed 15; **CMD** 20

(+3 Dex, +1 dodge [Dodge], +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity, magic missiles (*brooch of shielding*)

Fort +13, **Ref** +11, **Will** +12 (+16 vs. channelling)

hp 152 (12 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +6; **CMB** +7

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 12 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee Touch touch +8 (1d8+6 plus paralyzing touch [DC 23])

Ranged Touch lightning ray (11/day; 30 ft.) +9 (1d6+6 electricity)

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks lightning blast

Lightning Blast (Sp [standard; 1/day]) The lich creates a 20 ft. burst of electricity (range 60 ft.) that deals 12d6 electricity damage (DC 24 Reflex halves).

Sorcerer Spells Known (CL 12th; concentration +19; ranged touch +9; Quicken Spell, bloodline arcana)

6th (4/day)—*chain lightning* (DC 24)

5th (6/day)—*cone of cold*^{BA} (DC 23), *elemental body II*^{BA}, *wall of force*

4th (8/day)—*elemental body I*^{BA}, *ervation*, *solid fog*, *wall of fire*^{BA}

3rd (8/day)—*dispel magic*, *displacement*, *fly*, *haste*, *slow* (DC 21)

2nd (8/day)—*cat's grace*, *eagle's splendour*, *invisibility*, *mirror image*, *scorching ray*^{BA}, *see invisibility*

1st (8/day)—*alarm*, *burning hands*^{BA}, *expeditious retreat*, *mage armour*, *protection from good*, *shield*

0 (at will)—*acid splash*^{BA}, *detect magic*, *ghost sound* (DC 18), *mage hand*, *mending*, *message*, *ray of frost*^{BA}, *read magic*, *spark*

^{BA} **Bloodline Arcana** Whenever the lich casts a spell that deals energy damage, change the spell to deal electricity damage.

Combat Gear *scrolls of dimension door* (3), *globe of invulnerability* and *guards and wards*

Abilities Str 13, Dex 16, Con —, Int 14, Wis 14, Cha 24

SQ air affinity, like the wind, rejuvenation, whispering wind

Feats Craft Wondrous Item, Cloud Gazer, Eschew Materials^B, Improved Initiative^B, Lightning Reflexes, Quicken Spell, Toughness, Weapon Finesse

Skills as above plus Knowledge (arcana) +17, Knowledge (planes) +17, Spellcraft +17

Languages Auran, Common, Elven, Ignan

Gear as above plus *brooch of shielding* (fully charged), *cloak of resistance* +2, *headband of alluring charisma* +4, pouch with 99 gp worth of mixed coins

DEMILICH

CR 14 (XP 38,400)

Glittering jewels encrust this leering skull as it floats up into the air on a swirling vortex of dust and shimmering magic.

NE Tiny undead

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +27, Sense Motive +27

Speed 30 ft. (perfect; Flyby Attack); **ACP** 0; Fly +23, Stealth +24

AC 25, touch 21, flat-footed 21; **CMD** 24; Mobility

(+3 Dex, +1 dodge [Dodge], +4 natural, +5 profane, +2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid, cold, electricity, magic, polymorph; **Weaknesses** torpor, *vorpal susceptibility*

Immunity to Magic (Su) A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature:

- A *dispel evil* spell deals 2d6 damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 damage per two caster levels (maximum 10d6), with no saving throw.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

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

Fort +14, **Ref** +15, **Will** +21 (+26 vs. channelling)

hp 142 (15 HD); **DR** —/20

Space 2-1/2 ft.; **Base Atk** +11; **CMB** +12

Special Attacks devour soul, telekinetic storm

Devour Soul (Su [standard]) Up to a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life.

Telekinetic Storm (Su [standard]) As a special use of its *telekinesis* spell-like ability, a demilich can churn up its treasure, dust, bones and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centred on the demilich's skull. Creatures within the storm take 12d6 damage per round on the demilich's turn (Reflex DC 20 halves). The demilich can maintain the storm indefinitely by concentrating.

Spell-Like Abilities (20th; concentration +25)

Constant—*true seeing*

At will—*greater bestow curse* (DC 21), *telekinesis* (DC 19), *wail of the banshee* (20-ft.-radius spread centred on the demilich; DC 24)

Greater Bestow Curse (Sp) This spell-like ability functions like *bestow curse*, but can have one of the following effects: –12 to one ability score; –6 to two ability scores; –8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

Abilities Str 6, Dex 17, Con —, Int 21, Wis 20, Cha 21

SQ rejuvenation, unholy grace

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a DC 25 caster level check, the demilich is permanently destroyed.

Unholy Grace (Su) A demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack^B, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills as above plus Bluff +20, Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Spellcraft +23

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

Gear as above plus *cloak of resistance* +3, *headband of alluring charisma* +4, chest with 4,998 gp worth of mixed coins and gems. Note: None of this equipment is used or worn by the demilich.

DHAMPIR FORSAKEN LICH WIZARD

CR 14 (XP 38,400)

Once fine robes hang in tatters from this withered corpse's frame. Blackness fills its eye sockets.

Male dhampir forsaken lich wizard (universalist) 13

NE Medium undead

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +28, Sense Motive +26

Speed 30 ft.; **ACP** 0; Fly +19, Stealth +20

AC 19, touch 14, flat-footed 15; **CMD** 19; **Miss Chance** 20% (soul shield)

(+3 Dex, +1 dodge [Dodge], +5 natural)

Soul Shield (Su) A shadowy double is superimposed over the lich's body granting concealment. In dim light, this miss chance increases to 50% but does not grant total concealment.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **SR** 25 (spell storm)

Spell Storm (Su) If a spell targets the forsaken lich, but fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if targeted by multiple spells in the same round.

Fort +13, **Ref** +12, **Will** +13 (+17 vs. channelling)

hp 116 (131 with *false life*) (13 HD); **DR** bludgeoning and magic/15

Space 5 ft.; desultory aura (100 ft.); **Base Atk** +6; **CMB** +6

Desultory Aura (Su) A particularly disturbing *mirage arcana* surrounds the forsaken lich. All living creatures in the area take a -4 penalty on saves vs. fear effects. If the effect is dispelled it returns 1 round later.

Melee +1 *spear* +10/+5 (1d8+1/x3) or

Melee Touch disembodied strike (reach 10 ft.) +9 (1d8+6 negative energy)

Ranged hand of the apprentice (30 ft.; 9/day) +12 (1d8+1)

Special Actions soul lash

Soul Lash (Su [swift]) Each round, a forsaken lich can unleash a 240-foot line of destructive energy (6d6 damage plus paralysis [1d10 rounds; DC 19 Reflex halves and avoids paralysis]).

Wizard Spells Prepared (CL 13th [necromancy 16th]); concentration +18; ranged touch +9 [+10 ray]; Empower Spell, arcane bond [ring], metamagic mastery)

7th—*waves of exhaustion*^N

6th—*chain lightning* (2; DC 22), *forceful hand*

5th—*cloudkill* (DC 21), *overland flight*, *telekinesis* (2; DC 21)

4th—*acid pit* (DC 20), *enervation*^N (3), *stoneskin*

3th—*fly*, *haste*, *magic circle against good*, *protection from energy* (2)

2nd—*cat's grace* (2), *eagle's splendour* (2), *false life*^N, *see invisibility*

1st—*alarm* (2), *mage armour* (2), *shield* (2)

0 (at will)—*detect magic*, *message*, *ray of frost*, *read magic*

Metamagic Mastery (Su [3/day]) The wizard can apply Empower Spell to a spell he is about to cast. This does not alter the casting or level of the spell.

Combat Gear *wand of darkness* (13 chgs.), *wand of fireball* (8 chgs.), *wand of maximised ray of enfeeblement* (10 chgs.)

Abilities Str 10, Dex 16, Con —, Int 23, Wis 14, Cha 18

SQ arcane discovery (Staff-Like Wand), dayborn, manipulative, rejuvenation, undead resistance

Staff-Like Wand The lich uses his Intelligence bonus to set the DC for saves against spells he casts from a wand, and he can use his caster level when activating the power of a wand if it's higher than the caster level of the wand.

Feats Craft Staff, Craft Wondrous Item^B, Empower Spell^B, Great Fortitude, Lightning Reflexes, Scribe Scroll^B, Toughness, Weapon Finesse, Weapon Focus (ray)

Skills as above plus Bluff +13, Knowledge (arcana, geography, religion) +22, Spellcraft +22

Languages Aklo, Celestial, Common, Draconic, Dwarf, Goblin, Infernal

Gear as above plus *cloak of resistance* +3, *headband of vast intelligence* +4 [Perception, Sense Motive], ring (arcane bond), spell component pouch, components for one casting of *stoneskin*, focus for *acid pit*, pouch with 62 gp worth of mixed coins

Spellbook as above plus GM determined

GREEN HAG WIZARD LICH CR 14 (XP 38,400)
*Mouldering hair spill over the face of this partially rotten corpse.
Rotting green skin hang from this old crone's frame.*

Green hag lich wizard (transmuter) 12

CE Medium undead

Init +7; **Senses** darkvision 90 ft.; Perception +31, Sense Motive +31

Speed 30 ft., swim 30 ft.; **ACP** 0; Acrobatics +12, Stealth +27, Swim +24, Bluff +25

AC 21, touch 13, flat-footed 18; **CMD** 35
(+3 Dex, +8 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +14, **Ref** +16, **Will** +20 (+24 vs. channelling); **SR** 25

hp 175 (21 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +15; **CMB** +22

Fear Aura (Su) Creatures with less than 5 HD must make a DC 24 Will save or become frightened. Creatures with more than 5 HD must make a DC 24 Will save or be shaken for 21 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee 2 claws (Power Attack [-4/+8]) +23 (1d4+6 plus weakness [DC 20]) and touch attack +17 (1d8+6 plus paralyzing touch) or

Melee Touch touch +22 (1d8+10 plus paralyzing touch [DC 24])

Ranged Touch telekinetic fist (11/day) +18 (1d4+6 bludgeoning)

Attack Options, Blind-Fight, Combat Reflexes, paralyzing touch, weakness

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 20 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Wizard Spells Prepared (CL 12th; concentration +20 [+24 casting defensively or grappling]; ranged touch +18; Extend Spell; arcane bond [*amulet of mighty fists*])

6th—*flesh to stone*^T (2; DC 26), *greater dispel magic*, *shadow walk*

5th—*baleful polymorph*^T (2; DC 25), *mage's private sanctum*, *sending*, *telepathic bond*

4th—*dimensional anchor*, *dimension door*^C, *extended haste*^T, *fire shield*, *greater invisibility* (2)

3rd—*displacement*, *fly*^T, *haste*^T, *magic circle against good*, *protection from energy* (2), *slow*^T (DC 23)

2nd—*bull's strength*^T, *cat's grace*^T, *eagle's splendour*^T, *glitterdust*^C (DC 21), *invisibility* (2), *owl's wisdom*^T

1st—*expeditious retreat*^T, *grease*^C (2; DC 20), *mage armour*^C, *protection from good*, *shield*, *ventriloquism* (DC 19)

0 (at will)—*ghost sound* (DC 18), *mage hand*^T, *message*^T, *ray of frost*

Arcane School Spell-Like Abilities (CL 12th; concentration +18 [+22 casting defensively or grappling])

At will—*change shape (beast shape III/elemental body II* [12 rounds/day])

Spell-Like Abilities (CL 9th; concentration +13 [+17 casting defensively or grappling])

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *pyrotechnics* (DC 14), *tree shape*, *whispering wind*

Combat Gear *potion of mage armour*, *potion of shield*, *wand of bestow curse* (10 chgs.)

Abilities Str 25, Dex 16, Con —, Int 26, Wis 16, Cha 18

SQ mimicry, physical enhancement (+3), rejuvenation

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Feats Ability Focus (weakness), Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Craft Wondrous Item^B, Extend Spell^B, Greater Spell Focus (transmutation), Improved Initiative, Power Attack, Scribe Scroll^B, Spell Focus (conjuration, transmutation), Weapon Focus (claws)

Skills as above plus Disguise +28, Knowledge (arcana) +32, Knowledge (local) +32, Knowledge (nature) +32, Knowledge (religion) +32, Spellcraft +32

Languages Abyssal, Aklo, Aquan, Common, Draconic, Giant, Orc, Sylvan, Undercommon

Gear as above plus *amulet of mighty fists* +1, *cloak of resistance* +3, *headband of vast intelligence* +4 [Knowledge (local, nature)], spell component pouch, two gold bangles (each worth 200 gp), pouch with 94 gp worth of mixed coins

Spellbook as above (enchantment, necromancy) plus *programmed illusion* and GM determined

HUMAN CLERIC LICH CR 14 (XP 38,400)

Clad in mithral breastplate and clutching a spear in one skeletal hand, this creature's jaw hangs open in a silent laugh.

Male human lich cleric 13

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +21, Sense Motive +21

Speed 30 ft.; **ACP** -1; **Stealth** +14

AC 23, touch 11, flat-footed 22; **CMD** 21

(+7 armour [+1 *mithral breastplate*], +1 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +14, **Ref** +8, **Will** +18 (+22 vs. channelling)

hp 123 (13 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +9; **CMB** +14

Fear Aura (Su) Creatures with less than 5 HD must make a DC 19 Will save or become frightened. Creatures with more than 5 HD must make a DC 19 Will save or be shaken for 13 rounds.

A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *spear* (Power Attack [-3/+9]) +13/+8 (1d8+4/x3) or

Melee touch attack +11 (1d8+6 plus paralyzing touch [DC 21])

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks bit of luck, channel negative energy (6/day; DC 21; 7d6; Quick Channel), good fortune, might of the gods, strength surge

Bit of Luck (Sp [standard; 10/day]) By touching a willing target, the lich bestows good luck. For the next round, whenever the target must roll a d20, it can roll two dice and take the more favourable result.

Good Fortune (Ex [immediate; 2/day]) The lich can reroll any one roll it has made before the result of the roll is known.

Might of the Gods (Su; 12 rounds) The lich adds a +12 bonus to its Strength for Strength checks and Strength-based skill checks. The rounds do not have to be consecutive.

Strength Surge (Sp [standard; 10/day]) The lich grants the creature touched a +6 bonus to melee attacks, combat manoeuvre checks that rely on Strength, Strength-based skills and Strength checks for 1 round

Cleric Spells Prepared (CL 13th; concentration +20; Luck, Strength; spontaneous casting [*inflict*])

7th—*grasping hand*^D, *summon monster VII* (2)

6th—*harm* (2; DC 23), *mislead*^D, *wind walk*

5th—*dispel good* (2), *greater command* (DC 22), *righteous might*^D, *spell resistance*

4th—*blessings of fervour*, *divine power*, *freedom of movement*^D, *greater magic weapon* (2), *spell immunity*

3rd—*dispel magic* (2), *invisibility purge*, *magic vestment*^D, *prayer*, *protection from energy* (2)

2nd—*align weapon*, *bull's strength*^D (2), *darkness* (2), *eagle's splendour*, *undetectable alignment* (DC 19)

1st—*divine favour* (2), *protection from good*, *sanctuary* (DC 18), *shield of faith* (2), *true strike*^D

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

Combat Gear potions of barkskin +5, and cat's grace (2), scrolls of summon monster VI (3)

Abilities Str 14, Dex 12, Con —, Int 12, Wis 25, Cha 16

SQ aura of evil (overwhelming), rejuvenation

Feats Ability Focus (paralyzing touch), Craft Wondrous Item, Improved Channel, Power Attack, Quick Channel, Toughness, Weapon Focus (spear)

Skills as above plus Knowledge (planes) +17, Knowledge (religion) +17, Spellcraft +17

Languages Common, Undercommon

Gear as above plus *cloak of resistance* +3, *elixir of vision*, *headband of inspiring wisdom* +4, pouch with 247 gp worth of mixed coins and gems

HUMAN MAGUS LICH CR 14 (XP 38,400)

Clutching a scimitar in one hand and wearing dented full plate, this skeletal humanoid moves with sure and certain purpose.

Male human lich magus (myrmidarch) 13

LE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +26, Sense Motive +26

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics +9, Ride +1, Stealth +20

AC 28, touch 13, flat-footed 27; **CMD** 23

(+10 armour (+1 full plate), +2 deflection [*ring of protection* +2], +1 dodge [Dodge], +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +14, **Ref** +7, **Will** +13 (+17 vs. channelling)

hp 127 (13 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +9; **CMB** +13

Fear Aura (Su) Creatures with less than 5 HD must make a DC 19 Will save or become frightened. Creatures with more than 5 HD must make a DC 19 Will save or be shaken for 13 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee adamantite scimitar (Power Attack [-3/+6]) +17/+12 (1d6+8/15-20) and touch attack +8 (1d8+6 plus paralyzing touch [DC 19]) or

Melee Touch touch attack +13 (1d8+6 plus paralyzing touch [DC 19])

Atk Options arcane accuracy, arcane pool (11 points), paralyzing touch, spellstrike

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Arcane Accuracy (Su [swift; 1 arcane point]) The magus gains a +3 (his Intelligence bonus) insight bonus on all attack rolls until the end of his turn.

Spellstrike (Su) Whenever the magus casts a magus spell with a range of “touch”, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, he can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon’s critical range, but the spell effect only deals ×2 damage on a critical hit, while the weapon damage uses its own critical modifier.

Special Actions wand mastery

Wand Mastery (Su) Whenever the magus uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level.

Magus Spells Prepared (CL 13th; concentration +16 [+20 casting defensively or grappling]; ASF 0%)

5th—*cone of cold* (DC 18)

4th—*dimension door*, *greater invisibility* (2)

3rd—*dispel magic*, *displacement*, *greater magic weapon* (2), *haste*

2nd—*bull’s strength*, *cat’s grace*, *darkness* (2), *fox’s cunning*, *invisibility*

1st—*expeditious retreat*, *mount*, *shocking grasp* (3), *shield*

0 (at will)—*arcane mark*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *read magic*

Combat Gear *potions of eagle’s splendour* (2), *wand of detonate* (CL 10; DC 17; 11 chgs.), *pearl of power* (2nd-level)

Abilities Str 19, Dex 10, Con —, Int 16, Wis 14, Cha 16

SQ armour training (1), heavy armour, magus arcana (arcane accuracy, wand mastery), fighter training, ranged spellstrike, rejuvenation, weapon training (heavy blades [+2], flails [+1])

Feats Combat Casting, Craft Wondrous Item, Dodge, Extra Arcana Pool^B, Improved Critical (scimitar), Improved Initiative, Power Attack, Toughness, Weapon Focus (scimitar)^B, Weapon Specialisation (scimitar)^B

Skills as above plus Knowledge (arcana) +19, Knowledge (dungeoneering, planes) +18, Spellcraft +19

Languages Common, Draconic, Infernal, Undercommon

Gear as above plus masterwork cold iron heavy flail, *cloak of resistance* +3, spell component pouch, pouch with 49 gp worth of mixed coins and gems

Spellbook as above plus GM determined

SERPENTFOLK WIZARD LICH CR 14 (XP 38,400)

This bony, serpentine humanoid has lustreless scaly skin, a long sinuous tail, and a fanged serpent's head.

Female advanced serpentfolk lich wizard (transmuter) 11
NE Medium undead

Init +13; **Senses** darkvision 60 ft., scent; Perception +31, Sense Motive +20

Speed 30 ft.; **ACP** 0; Acrobatics +25, Fly +28 (+32 with *fly* spell), Escape Artist +33, Stealth +36

AC 27, touch 21, flat-footed 17; **CMD** 30

(+1 deflection [*ring of protection* +1], +9 Dex, +1 dodge [Dodge], +6 natural [*amulet of natural armour* +1])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +12, **Ref** +18, **Will** +17 (+21 vs. channelling); **SR** 26

hp 186 (201 with *false life*) (16 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +10; **CMB** +10

Fear Aura (Su) Creatures with less than 5 HD must make a DC 24 Will save or become frightened. Creatures with more than 5 HD must make a DC 24 Will save or be shaken for 16 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee mwk dagger +20/+15 (1d4/19-20), bite +14 (1d6 plus poison [DC 24 Fort [2 saves]; freq. 1 rd/6 rds.; effect 1d2 Str]) and touch attack +14 (1d8+8 plus paralyzing touch [DC 24]) or

Melee bite +19 (1d6 plus poison [DC 24 Fort [2 saves]; freq. 1 rd/6 rds.; effect 1d2 Str]) and touch +19 (1d8+8 plus paralyzing touch [DC 24])

Ranged telekinetic fist (12/day; range 30 ft.) +19 (1d4+5 bludgeoning)

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Wizard Spells Prepared (CL 11th; concentration +20 [+24 casting defensively or grappling]; ranged touch +19 (+20 ray); Empower Spell, Extend Spell, Quicken Spell, arcane bond [*ring of protection*])

6th—*disintegrate* (DC 25), *globe of invulnerability*, quickened *spectral touch*

5th—*baleful polymorph* (DC 24), empowered *fireball* (DC 22), quickened *magic missile* (2), extended *stoneskin*

4th—*dimension door*, *enervation* (2), extended *protection from energy*, *resilient sphere* (DC 23), extended *slow* (DC 22)

3rd—*dispel magic* (2), extended *false life*, *fly*, *lightning bolt* (DC 22), *vampiric touch*

2nd—*alter self*, *darkness*, extended *mage armour*, *ghoul touch* (DC 21), *glitterdust* (DC 21), *touch of idiocy* (2)

1st—*chill touch* (DC 20), *expeditious retreat*, *magic missile* (2), *shield*, *shocking grasp* (2), *unseen servant*

0 (at will)—*acid splash*, *mage hand*, *message*, *ray of frost*

Arcane School Spell-Like Abilities (CL 11th; concentration +20 [+24 casting defensively or grappling])

At will—*change shape* (*beast shape II/elemental body I* [11 rounds/day])

Spell-Like Abilities (4th; concentration +10 [+14 casting defensively or when grappled])

At will—*disguise self* (humanoid only; DC 17), *ventriloquism*

1/day—*blur*, *dominate person* (DC 21) *major image* (DC 19), *mass suggestion* (DC 22), *mirror image*, *suggestion* (DC 19), *teleport*

Combat Gear *potion of invisibility*, *scroll of teleport*

Abilities Str 10, Dex 28, Con —, Int 28, Wis 18, Cha 22

SQ physical enhancement (+3), rejuvenation

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell^B, Improved Initiative, Quicken Spell^B, Scribe Scroll^B, Toughness, Weapon Focus (ray)

Skills as above plus Disguise +14, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (planes) +28, Knowledge (religion) +28, Spellcraft +28, Use Magic Device +26

Languages Abyssal, Aklo, Celestial, Common, Draconic, Giant, Infernal, Terran, Undercommon; telepathy 100 ft.

Gear as above plus *cloak of resistance* +2, *headband of vast intelligence* +4 (Fly, Stealth), *ring of mind shielding*, spell component pouch, components for four castings of *stoneskin*, pouch with 67 gp worth of mixed coins

Spellbook as above (divination, illusion) plus GM determined

DRIDER BARD LICH CR 15 (XP 51,200)

The dry rasping of spidery legs brings this hideous, nightmarish fusion of drow and spider.

Male drider lich bard (unliving) 11

CE Large undead

Init +9; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +36, Sense Motive +16 (+26 if using oratory)

Speed 30 ft., climb 20 ft.; **ACP** 0; Acrobatics +8 (+26 if dancing), Climb +25, Fly +8 (+26 if dancing), Stealth +34

AC 28, touch 15, flat-footed 22; **CMD** 36 (+48 vs. trip)

(+5 armour [+1 *mithral shirt*], +5 Dex, +1 dodge [Dodge], +8 natural, -1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +15, **Ref** +18, **Will** +21 (+25 vs. channelling); **SR** 26

hp 224 (20 HD); **DR** bludgeoning and magic/15

Space 10 ft.; fear aura (60 ft.) **Base Atk** +14; **CMB** +26

Fear Aura (Su) Creatures with less than 5 HD must make a DC 26 Will save or become frightened. Creatures with more than 5 HD must make a DC 26 Will save or be shaken for 20 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *rapier* (Power Attack [-4/+8]) +20/+15/+10 (1d6+6/18-20),

bite (Power Attack [-4/+4]) +17(1d4+3 plus poison [DC 20 Fort {1 save}]; *freq.* 1 rd./6rds.; *effect* 1d2 Str) and touch +17 (1d8+10 plus paralyzing touch [DC 26]) or

Melee Touch touch +19 (1d8+10 plus paralyzing touch [DC 26])

Ranged +1 *composite longbow* (range 110 ft.) +19/+14/+9 (1d8+6/x3)

Atk Options Arcane Strike, Blind-Fight, Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Actions bardic performance (30 rounds, move action; countersong, distraction, fascinate [DC 21], inspire courage +3, inspire competence [+4], inspire greatness, *suggestion* [DC 21], dirge of doom), web (+18 ranged, DC 20, hp 20)

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage*, *inspire competence*, *inspire greatness*, and *inspire heroics*. Creatures of other types cannot be affected by an unliving bard's inspiring performances.

Bard Spells Known (CL 11th; concentration +17 [+21 casting defensively or grappling]; ranged touch +18)

4th (3/day)—*animate dead*, *freedom of movement*, *greater invisibility*

3rd (5/day)—*displacement*, *good hope*, *haste*, *inflict serious wounds* (DC 19)

2nd (6/day)—*command undead* (DC 18 for intelligent undead), *heroism*, *mirror image*, *rage*, *silence* (DC 18)

1st (7/day)—*alarm*, *expeditious retreat*, *detect secret doors*, *grease* (DC 17), *magic mouth*, *undetectable alignment*

0 (at will)—*bleed* (DC 19), *ghost sound* (DC 16), *message*, *read magic*, *resistance*, *touch of fatigue* (DC 16)

Sorcerer Spells Known (CL 6th; concentration +12 [+16 casting defensively or grappling]; ranged touch +18; thanatoc spells)

3rd (4/day)—*fly*

2nd (7/day)—*invisibility*, *see invisibility*

1st (8/day)—*magic missile*, *protection from good*, *shield*, *silent image* (DC 14)

0 (at will)—*acid splash*, *arcane mark*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*

Spell-Like Abilities (9th; concentration +15 [+19 casting defensively or when grappling]; thanatoc spells)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 19)

Thanatoc Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses (i.e. "buff spells") do not work on living creatures when cast by an unliving bard.

Combat Gear arrows (40), *wand of greater magic weapon* +3 (CL 12; 12 chgs.)

Abilities Str 20, Dex 20, Con —, Int 20, Wis 20, Cha 22

SQ bardic knowledge +5, jack-of-all-trades, lore master (2/day), rejuvenation, undersized weapons, versatile performance (comedy, dance, oratory), well-versed

Feats Arcane Strike, Blind-Fight, Combat Casting, Combat Reflexes, Craft Wondrous Item, Defensive Combat Training, Dodge, Multiattack, Power Attack, Weapon Focus (rapier)

Skills as above plus Bluff +9 (+26 if using comedy), Diplomacy +9 (+26 if using oratory), Intimidate +9 (+26 if using comedy), Knowledge (arcana) +31, Knowledge (dungeoneering) +31, Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +31, Knowledge (planes) +31, Knowledge (religion) +15, Perform (comedy, dance, oratory) +26, Spellcraft +28

Languages Abyssal, Aklo, Common, Dwarven, Elven, Undercommon

Gear as above plus +1 *composite longbow* with 40, *amulet of mighty fists* +1, *cloak of resistance* +3, *headband of alluring charisma* +4, spell component pouch, components for ten castings of *magic mouth*, pouch with 142 gp worth of mixed coins, 800 gp worth of gems and jewellery

FALLEN GHAELE LICH CR 15 (XP 51,200)

This elegantly dressed warrior stands alert, her eyes radiating infernal light and her ignoble blade crackling with power.

LE Medium undead (azata, chaotic, extraplanar, good, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision, *detect good*, *see invisibility*; Perception +29, Sense Motive +29

Speed 50 ft.; **ACP** 0; Escape Artist +14, Fly +25, Stealth +25

AC 31, touch 16, flat-footed 29; **CMD** 31 (31 vs. trip) (+3 armour [*bracers of armour* +3], +4 deflection [*unholy aura*], +1 Dex, +1 dodge [Dodge], +12 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity, petrification; **Resist** fire 10

Fort +18, **Ref** +11, **Will** +17 (+21 vs. channelling); **SR** 27

hp 132 (13 HD); **DR** bludgeoning and magic/15 or cold iron and evil/10

Space 5 ft.; fear aura (60 ft.); **Base Atk** +13; **CMB** +20 (+22 trip)

Fear Aura (Su) Creatures with less than 5 HD must make a DC 22 Will save or become frightened. Creatures with more than 5 HD must make a DC 22 Will save or be shaken for 13 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +2 *unholy greatsword* +22 (2d6+12 plus 2d6 unholy) and touch +15 (1d8+6 plus paralyzing touch [DC 22]) or

Melee Touch touch +20 (1d8+6 plus paralyzing touch [DC 22])

Atk Options Combat Expertise, Improved Trip, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Actions gaze, light form

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 22 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 22 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. A ghaele remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Cleric Spells Prepared (CL 13th; concentration +18 [+22 casting defensively or grappling]); ranged touch +14)

7th—*unholy word* (DC 22)

6th—*banishment* (DC 21), *harm* (DC 21)

5th—*flame strike* (2) (DC 20), *righteous might*, *true seeing*

4th—*blessing of fervour*, *dismissal* (2) (DC 19), *divine power*, *greater magic weapon*

3rd—*inflict serious wounds* (3) (DC 18), *searing light* (2)

2nd—*align weapon*, *bull's strength* (2), *owl's wisdom* (2)

1st—*bless*, *command* (DC 16), *divine favour* (2), *obscuring mist*, *sanctuary* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

Spell-Like Abilities (13th; concentration +19 [+23 casting defensively or grappling])

Constant—*detect good*, *unholy aura* (DC 24), *see invisibility*

At will—*aid*, *charm monster* (DC 20), *continual flame*, *inflict light wounds*, *dancing lights*, *detect thoughts* (DC 18), *disguise self*, *dispel magic*, *greater invisibility* (self only), *greater teleport* (self plus 50 lbs. of objects only) *hold monster* (DC 21), *major image* (DC 19)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 22), *prismatic spray* (DC 19), *wall of force*

Combat Gear *potions of cat's grace* (2)

Abilities Str 25, Dex 12, Con —, Int 18, Wis 21, Cha 23

SQ light form, rejuvenation

Feats Combat Casting, Combat Expertise, Craft Wondrous Item, Dodge, Improved Initiative, Improved Trip, Lightning Reflexes

Skills as above plus Diplomacy +19, Handle Animal +19, Knowledge (nature) +17, Knowledge (planes) +17, Spellcraft +20

Languages Abyssal, Celestial, Draconic, Infernal; truespeech

Gear as above plus *headband of alluring charisma* +4, spell component pouch, components for two castings of *true seeing*, pouch with 44 gp worth of mixed coins

In light form, the lich has the following altered stats:

LE Medium undead (azata, chaotic, extraplanar, good, incorporeal, shapechanger)

Speed fly 150 ft. (perfect)

AC 16, touch 16, flat-footed 14 (+4 deflection, +1 Dex, +1 dodge [Dodge])

Ranged 2 light rays (range 300; no increments; bypass all damage reduction) +14 ranged touch (2d12)

Note No melee attacks, spells, fear aura or gaze in light form; spell-like abilities can be used.

HALFLING BARD LICH CR 15 (XP 51,200)

This skeletal halfling moves with feral grace and wears fine, lavishly patterned clothes.

Female halfling lich bard (unliving) 14

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +29, Sense Motive +13 (+22 if using smell)

Speed 20 ft.; **ACP** 0; Acrobatics +8 (+22 if dancing), Fly +6 (+22 if dancing), Stealth +34

AC 27, touch 14, flat-footed 24; **CMD** 23

(+8 armour [+4 *mithril shirt*], +3 Dex, +5 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity
Fort +14, **Ref** +17, **Will** +16 (+20 vs. channelling); +4 vs. bardic performance, sonic and language-dependant effects

hp 150 (14 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +10; **CMB** +14

Fear Aura (Su) Creatures with less than 5 HD must make a DC 22 Will save or become frightened. Creatures with more than 5 HD must make a DC 22 Will save or be shaken for 14 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *agile rapier* (Power Attack [-3/+6]) +19/+14 (1d4+5/18-20) and

touch +12 (1d8+7 plus paralyzing touch [DC 22]) or

Melee Touch touch +17 (1d8+7 plus paralyzing touch [DC 22])

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks bardic performance (35 rounds, swift action; countersong, distraction, fascinate [DC 22], inspire courage +3, inspire competence +4, inspire greatness, soothing performance, suggestion [DC 22], dirge of doom)

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage*, *inspire competence*, *inspire greatness*, and *inspire heroics*. Creatures of other types cannot be affected by an unliving bard's inspiring performances.

Bard Spells Known (CL 14th; concentration +19 [+23 casting defensively or grappling]; thanatoic spells)

5th (3/day)—*greater dispel magic*, *greater heroism*, *mirage arcana* (DC 20)

4th (5/day)—*freedom of movement*, *greater invisibility*, *inflict critical wounds* (DC 19), *modify memory* (DC 19)

3rd (5/day)—*displacement*, *good hope*, *haste*, *scrying* (DC 18), *see invisibility*

2nd (6/day)—*alter self*, *cat's grace*, *darkness*, *eagle's splendour*, *fox's cunning*, *misdirection* (DC 17)

1st (7/day)—*alarm*, *expeditious retreat*, *grease* (DC 16), *liberating command*, *undetectable alignment*, *ventriloquism* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

Thanatoic Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses do not work on living creatures when cast by an unliving bard.

Combat Gear *potion of barkskin* +5 (CL 12) *potion of shield of faith* +4 (CL 12), *scroll of mind fog*

Abilities Str 12, Dex 16, Con —, Int 12, Wis 14, Cha 21

SQ bardic knowledge (+7), jack-of-all-trades, lore master (2/day), rejuvenation, versatile performance (act, dance, oratory), well-versed, weapon familiarity (halfling)

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (rapier)

Skills as above plus Bluff +8 (+22 acting), Diplomacy +8 (+22 using oratory), Disguise +8 (+22 acting), Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +15, Knowledge (history) +11, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (planes) +11, Knowledge (religion) +11, Perform (act, dance, oratory) +22, Spellcraft +16

Languages Common, Gnome, Halfling

Gear as above plus *cloak of resistance* +4, *elixir of hiding*, spell component pouch, components for four castings of *magic mouth* (worth 40 gp), pouch with 219 gp worth of mixed coins and gems

HALF-ORC ORACLE LICH CR 15 (XP 51,200)*Clad in full plate, this warrior wields a falchion two-handed.*

Male half-orc lich oracle (time) 14

NE Medium undead (orc)

Init +5 (temporal celerity); **Senses** darkvision 60 ft.; Perception +21, Sense Motive +15**Temporal Celerity (Su)** When the lich rolls for initiative, he can roll three times and take any one result. The lich can always act in the surprise round, but if he fails to notice the ambush, he acts last, regardless of his initiative result (he acts in the normal order in following rounds).**Speed** 20 ft.; **ACP** -5; Acrobatics +12**AC** 27, touch 11, flat-footed 26; **CMD** 22(+10 armour [+1 full plate], +1 Dex, +6 natural [*amulet of natural armour* +1])**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity**Fort** +15, **Ref** +9, **Will** +16 (+20 vs. channelling)**hp** 178 (14 HD); **DR** bludgeoning and magic/15**Space** 5 ft.; fear aura (60 ft.); **Base Atk** +10; **CMB** +11**Fear Aura (Su)** Creatures with less than 5 HD must make a DC 24 Will save or become frightened. Creatures with more than 5 HD must make a DC 24 Will save or be shaken for 14 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.**Melee** +1 *falchion* (Power Attack [-3/+9]) +14/+9 (2d4+5/18-20) and

touch +6 (1d8+6 plus paralyzing touch [DC 24]) or

Melee Touch touch +11 (1d8+6 plus paralyzing touch [DC 24])**Atk Options** paralyzing touch**Paralyzing Touch (Su)** A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.**Special Attacks** erase from time, rewind time, speed or slow time**Erase from Time (Su [standard; 2/day])** As a melee touch attack, the lich can temporarily remove a creature from time altogether. The target creature must make a Fortitude save (DC 24) or vanish completely for 7 rounds. No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied).**Rewind Time (Su [immediate; 2/day])** The lich can reroll any one d20 roll that he has just made before the results of the roll are revealed. He must take the result of the reroll, even if it's worse than the original roll.**Speed or Slow Time (Sp [2/day; standard])** The lich can speed up or slow down time, as either the *haste* or *slow* spell.**Oracle Spells Known** (CL 14th; concentration +21 [+25 casting defensively or grappling]; ranged touch +11; Heighten Spell, Quicken Spell)7th (4/day)—*disintegrate* (DC 24), *ethereal jaunt*, *mass inflict serious wounds* (DC 24)6th (6/day)—*contingency*, *greater dispel magic*, *harm* (DC 23), *mass inflict moderate wounds* (DC 23)5th (7/day)—*greater command* (DC 22), *mass inflict light wounds* (DC 22), *spell resistance*, *permanency*, *righteous might*4th (7/day)—*air walk*, *divine power*, *freedom of movement*, *greater magic weapon*, *inflict critical wounds* (DC 21), *threefold aspect*3rd (8/day)—*animate dead*, *inflict serious wounds* (DC 20), *invisibility purge*, *magic vestment*, *protection from energy*, *sands of time*2nd (8/day)—*bull's strength*, *desecrate*, *eagle's splendour*, *darkness*, *gentle repose*, *inflict moderate wounds* (DC 19), *spiritual weapon*1st (8/day)—*divine favour*, *entropic shield*, *inflict light wounds* (DC 18), *memory lapse* (DC 18), *murderous command* (DC 18), *sanctuary* (DC 18), *shield of faith*0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*, *virtue***Combat Gear** *potions of cat's grace* (2), *scroll of summon monster VIII* and *scroll of word of recall***Abilities** Str 16, Dex 12, Con —, Int 12, Wis 16, Cha 24**SQ** mystery (time), oracle's curse (lame), orc blood, orc ferocity, rejuvenation, revelations (erase from time, rewind time, speed or slow time, temporal celerity), weapon familiarity (orc)**Feats** Combat Casting, Craft Wondrous Item, Heavy Armour Proficiency, Heighten Spell, Improved Initiative, Power Attack, Quicken Spell**Skills** as above plus Intimidate +26, Knowledge (religion) +18, Spellcraft +18**Languages** Common, Orc, Giant**Gear** as above plus *cloak of resistance* +4, *headband of alluring charisma* +4, gem-encrusted necklace (worth 500 gp), spell component pouch, components for four castings of *desecrate*, silver crescent (focus for *threefold aspect*), silver unholy symbol, pouch with 85 gp worth of mixed coins

DROW CLERIC LICH CR 16 (XP 76,800)

This dark-skinned elf stands in a battle-ready pose, her tarnished silver hair tumbles lifelessly over her shoulders.

Female drow noble lich cleric 14

CE Medium undead

Init +4; **Senses** darkvision 120 ft., *detect magic*; Perception +20, Sense Motive +18

Speed 20 ft., base speed 30 ft.; **ACP** 0; Stealth +15

AC 29, touch 14, flat-footed 25; **CMD** 25

(+7 armour [+1 *mithral breastplate*], +4 Dex, +5 natural, +3 shield [+1 *heavy mithral*])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +20, **Ref** +13, **Will** +21 (+25 vs. channelling); +2 vs. enchantment; **SR** 27

hp 150 (14 HD); **DR** bludgeoning and magic/15

Space 5 ft.; destructive aura (30 ft.), fear aura (60 ft.); **Base Atk** +10; **CMB** +11

Destructive Aura (Su [standard; 14 rounds]) All attacks against targets in the aura (including the lich) deal an extra 7 damage and all critical hits are automatically confirmed. The rounds do not have to be used consecutively.

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 14 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *adamantine rapier* +15 (1d6+2/18-20) and touch +9 (1d8+7 plus paralyzing touch [DC 23]) or

Melee Touch touch +14 (1d8+7 plus paralyzing touch [DC 23]) or

Melee Touch touch of evil (10/day) +14 (sickened [7 rounds])

Atk Options Combat Reflexes, destructive smite, paralyzing touch, poison use, scythe of evil

Destructive Smite (Su [standard; 10/day]) The lich can make a single melee attack with a +7 morale bonus to damage.

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Scythe of Evil (Su [standard; 2/day]) The weapon touched gains the *unholy* special weapon quality for 7 rounds.

Special Attacks channel negative energy (9/day, 7d6, DC 23)

Cleric Spells Prepared (CL 14th; concentration +21 [+25 casting defensively or grappling]; Destruction, Evil; ranged touch +11; spontaneous casting [*inflict*])

7th—*disintegrate*^D (DC 24), *ethereal jaunt*, *greater scrying* (DC 24), *repulsion* (DC 24)

6th—*antilife shell*, *greater dispel magic* (2), *harm*^D (2; DC 23)

5th—*dispel good*^D, *flame strike* (2; DC 22), *righteous might*, *true seeing*

4th—*divine power*, *freedom of movement*, *greater magic weapon* (2), *spell immunity*, *unholy blight*^D (DC 21)

3rd—*invisibility purge*, *magic circle against good*^D, *magic vestment* (2), *meld into stone*, *protection from energy* (2)

2nd—*align weapon*^D (evil only), *bull's strength*, *cat's grace*, *desecrate*, *eagle's splendour* (2), *owl's wisdom*

1st—*command* (DC 18), *entropic shield*, *obscuring mist*, *sanctuary* (DC 18), *shield of faith* (2), *true strike*^D

0 (at will)—*bleed* (DC 18), *guidance*, *mending*, *read magic*

Spell-Like Abilities (14th; concentration +20 [+24 casting defensively or grappling])

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favour*, *dispel magic*, *suggestion* (DC 17)

Combat Gear *scroll of sending*, *scroll of unholy aura*, *scroll of wall of stone*

Abilities Str 12, Dex 18, Con —, Int 14, Wis 25, Cha 18

SQ aura of evil (overwhelming), rejuvenation, weapon familiarity (drow)

Feats Combat Casting, Combat Reflexes, Craft Construct, Craft Wondrous Item, Craft Magic Arms and Armour, Toughness, Weapon Finesse

Skills as above plus Craft (sculpture) +19, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +19, Spellcraft +24

Languages Common, Drow Sign Language, Elven, Undercommon

Gear as above plus *cloak of resistance* +5, *elixir of vision* (2), *headband of inspiring wisdom*+4, spell component pouch, components for four castings of *desecrate* and one of *true seeing*, pouch with 79 gp worth of mixed coins and gems

DROW WIZARD LICH CR 16 (XP 76,800)
Bones are clearly visible through this dark-skinned elf's rotting flesh.

Male drow noble lich wizard (illusionist) 14
CE Medium undead
Init +8; **Senses** darkvision 120 ft., *detect magic*; Perception +16, Sense Motive +14

Speed 30 ft.; **ACP** 0; Fly +21, Stealth +29

AC 23, touch 16, flat-footed 19; **CMD** 21
(+2 deflection [*ring of protection* +2], +4 Dex, +7 natural [*amulet of natural armour* +2])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +15, **Ref** +15, **Will** +17 (+21 vs. channelling); +2 vs. enchantment; **SR** 27

hp 135 (150 with *false life*) (14 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +11; **CMB** +7

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 14 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee touch +11 (1d8+7 plus paralyzing touch [DC 23])

Ranged blinding ray (10/day; range 30 ft.) +15 (blinded [1 round])

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks invisibility field

Invisibility Field (Sp [swift]) The lich can make itself invisible for 14 rounds per day. These rounds do not need to be consecutive.

Wizard Spells Prepared (CL 14th; concentration +21; ranged touch +11; Empower Spell, Extend Spell, arcane bond [amulet], extended illusions [+7 rounds])

7th—*delayed blast fireball* (DC 24), *greater arcane sight*, *greater shadow conjuration*¹ (DC 26), *project image*¹ (DC 26)

6th—*greater dispel magic* (2), *repulsion* (DC 23), *shadow walk*¹, *veil*¹ (DC 25)

5th—*empowered fireball* (DC 22), *extended shadow conjuration*¹ (2; DC 24), *shadow evocation*¹ (2; DC 24)

4th—*enervation* (2), *greater invisibility*¹ (2), *phantasmal killer*¹ (DC 23), *stoneskin*

3rd—*displacement*¹, *empowered magic missile*, *fly*, *lightning bolt* (DC 20), *nondetection* (DC 20), *vampiric touch* (2)

2nd—*cat's grace*, *eagle's splendour*, *false life*, *improved drow sight*, *minor image*¹ (DC 21), *mirror image*¹, *see invisibility*

1st—*disguise self*, *mage armour*, *magic missile* (3), *shield* (2)

0 (at will)—*ghost sound*¹ (DC 19), *mage hand*, *prestidigitation*, *read magic*

Spell-Like Abilities (14th; concentration +20)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favour*, *dispel magic*, *suggestion* (DC 17)

Abilities Str 10, Dex 18, Con —, Int 25, Wis 16, Cha 18

SQ rejuvenation, weapon familiarity (drow)

Feats Craft Wondrous Item, Empower Spell^B, Extend Spell^B, Greater Spell Focus (illusion), Improved Initiative, Lightning Reflexes, Scribe Scroll^B, Spell Focus (illusion), Toughness, Weapon Finesse

Skills as above plus Knowledge (arcana) +24, Knowledge (dungeoneering) +24, Knowledge (history) +24, Knowledge (geography) +24, Knowledge (planes) +24, Spellcraft +24, Use Magic Device +18

Languages Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Elven, Goblin, Undercommon

Gear as above plus *cloak of resistance* +5, *elixir of vision* (2), *headband of vast intelligence* [Stealth, Use Magic Device] +4, spell component pouch, components for three castings each of *repulsion* and *stoneskin* and one of *nondetection*, pouch with 44 gp worth of mixed coins

Spellbook as above (conjuration, enchantment) plus GM determined

NEW SPELL: IMPROVED DROW SIGHT

School transmutation; **Level** ranger 3, sorcerer/wizard 2

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** willing drow noble touched; **Duration** 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell was developed by drow nobles, who unlike non-noble drow, cannot otherwise see in the magical darkness they create. The subject drow noble gains the ability to use their darkvision in darkness created by *deeper darkness* effects, in the same way as the see in darkness universal monster ability. This spell has no effect on creatures that are not drow nobles.

HUMAN DRAGON DISCIPLE LICH

CR 16 (XP 76,800)

Rotted green scaly skin covers this human's body. Bones are clearly visible beneath.

Male human lich sorcerer (draconic [green]) 5/dragon disciple 10
LE Medium undead

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +28, Sense Motive +13

Speed 30 ft., fly 90 ft. (average; wings); **ACP** 0; Fly +19

Wings (Su [standard]) Leathery wings grow from the lich's back; they can be dismissed as a free action.

AC 24, touch 12, flat-footed 22; **CMD** 24

(+1 Dex, +1 dodge [Dodge], +12 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resist** acid 10

Fort +17, **Ref** +10, **Will** +14 (+18 vs. channelling)

hp 227 (15 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +9; **CMB** +13

Fear Aura (Su) Creatures with less than 5 HD must make a DC 25 Will save or become frightened. Creatures with more than 5 HD must make a DC 25 Will save or be shaken for 15 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee 2 +1 *human-bane claws* (Power Attack [-3/+6]) +14 (1d6+4 plus 1d6 acid),
+1 *human-bane bite* (Power Attack [-3/+6]) +14 (1d6+6 plus 1d6 acid) and
+1 *human bane touch* +9 (1d8+7 plus paralyzing touch [DC 25]) or

Melee +1 *human-bane touch* +14 (1d8+7 plus paralyzing touch [DC 25])

Atk Options Blind-Fight, Combat Reflexes, claws, paralyzing touch

Claws (Ex [free; 12 rounds]) The lich grows 2 claws (each +13, 1d6+4 plus 1d6 acid) and a bite that strike as magic weapons.

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks breath weapon (2/day; 30 cone; 12d6 acid; DC 24 Reflex halves)

Sorcerer Spells Known (CL 12th; concentration +20 [+24 casting defensively or grappling]; ranged touch +10 [+11 ray])

6th (4/day)—*disintegrate* (DC 24), *form of the dragon I*

5th (6/day)—*cone of cold* (DC 23), *spell resistance*, *wall of force*

4th (8/day)—*dimension door*, *fear*, *greater invisibility*, *stoneskin*

3rd (8/day)—*dispel magic*, *fly*, *haste*, *protection from energy*, *slow* (DC 21)

2nd (8/day)—*bull's strength*, *cat's grace*, *invisibility*, *glitterdust* (DC 20), *mirror image*, *resist energy*

1st (8/day)—*disguise self*, *expeditious retreat*, *mage armour*, *protection from good*, *shield*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Spell-Like Abilities (CL 15th; concentration +23 [+27 casting defensively or grappling])

2/day—*form of the dragon II* (green dragon only)

Combat Gear *scroll of form of the dragon III*, *scroll of transformation*

Abilities Str 18, Dex 13, Con —, Int 14, Wis 14, Cha 26

SQ ability boost, bloodline arcana, rejuvenation

Feats Blind-Fight^B, Combat Casting, Combat Reflexes^B, Craft Construct, Craft Magic Arms and Armour, Craft Wondrous Item, Dodge, Eschew Materials^B, Improved Initiative^B, Power Attack^B, Lightning Reflexes, Toughness, Weapon Focus (ray)

Skills as above plus Craft (sculpture) +20, Knowledge (arcana, dungeoneering) +20, Knowledge (dungeoneering) +20, Spellcraft +20

Languages Common, Draconic, Infernal

Gear as above plus *amulet of mighty fists* [+1 *human bane*], *cloak of resistance* +3, *handy haversack*, *headband of alluring charisma* +4 and *vast intelligence* +2 [Craft (sculpture)], components for three castings of *stoneskin*, spell component pouch, pouch with 94 gp worth of mixed coins and gems

HUMAN FORSAKEN LICH RANGER

CR 16 (XP 76,800)

This horribly withered creature moves in jerks and twitches as if constantly wracked with pain. Waves of shadow undulate through the creature's body, emerging like appendages from just beneath its dry, stretched skin.

Female human forsaken lich ranger (unliving) 15

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +28, Sense Motive +20

Speed 30 ft.; woodland stride; **ACP** 0; Stealth +30

Woodland Stride (Ex) The lich can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

AC 27, touch 16, flat-footed 23; **CMD** 35; **Miss Chance** 20% (soul shield)

(+8 armour [+3 mithral breastplate], +2 deflection [ring of deflection +2], +4 Dex, +3 natural)

Soul Shield (Su) A shadowy double is superimposed over the lich's body granting concealment. In dim light, this miss chance increases to 50% but does not grant total concealment.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +18, **Ref** +16 (evasion), **Will** +12 (+16 vs. channelling); **SR** 25 (spell storm)

Spell Storm (Su) If a spell targets the forsaken lich, but fails to overcome its spell resistance, this uncontrolled magic redirects the spell as per *spell turning*. The forsaken lich is always considered to have 10 spell levels of turning left for the purposes of this effect, even if targeted by multiple spells in the same round.

hp 192 (15 HD); **DR** bludgeoning and magic/15

Space 5 ft.; desultory aura (100 ft.); **Base Atk** +15; **CMB** +21

Desultory Aura (Su) A particularly disturbing *mirage arcana* surrounds the forsaken lich. All living creatures in the area take a -4 penalty on saves vs. fear effects. If the effect is dispelled it returns 1 round later.

Melee +1 *adamantine falchion* (Power Attack [-4/+12]) +23/+18/+13 (2d4+10/15-20) or

Melee Touch disembodied strike (reach 10 ft.) +21 (1d8+7 negative energy)

Atk Options Combat Reflexes, Exhausting Critical, Great Cleave, Improved Sunder, Tiring Critical, favoured enemy (humans [+8], goblins [+2], gnolls [+2], orcs [+2]), hunter's bond, quarry

Hunter's Bond (Ex [move]) The ranger grants half his favoured

enemy bonus to his companions within 30 ft. against a single target of the appropriate type. This bonus lasts for 2 rounds.

Quarry (Ex [standard]) The ranger designates a target (which must be one of his favoured enemies) as his quarry. The ranger gains a +2 insight bonus on attack rolls against his quarry and automatically confirms all critical hits.

Special Actions soul lash

Soul Lash (Su [swift]) Each round, a forsaken lich can unleash a 240-foot line of destructive energy (7d6 damage plus paralysis [1d10 rounds; DC 23 Reflex halves and avoids paralysis]).

Ranger Spells Prepared (CL 12th; concentration +14)

4th—*terrain bond*

3rd—*deeper darkness, instant enemy*

2nd—*barkskin, cat's grace, darkness, protection from energy*

1st—*alarm (2), longstrider, resist energy*

Combat Gear *oil of greater magic weapon +3* (CL 12; 2), *potion of bull's strength (2)*, *potion of haste (2)*

Abilities Str 22, Dex 18, Con —, Int 10, Wis 14, Cha 22

SQ camouflage, combat style (two-handed weapon), favoured terrain (mountain [+6], forests [+2], urban [+2]), rejuvenation, track (+7), wild empathy (+22)

Feats Cleave^B, Combat Reflexes, Craft Wondrous Item, Critical Focus, Endurance^B, Exhausting Critical, Great Cleave^B, Improved Critical (falchion), Improved Initiative, Improved Sunder^B, Iron Will, Power Attack^B, Tiring Critical, Weapon Focus (falchion)^B

Skills as above plus Bluff +6, Heal + 12, Knowledge (geography) +18, Knowledge (arcana) +11, Knowledge (arcana) +11, Spellcraft + 18, Survival +20 (+27 tracking; quarry [take 10], swift tracker)

Languages Common

Gear as above plus *cloak of resistance +3*, *headband of alluring charisma +4*, *pearl of power* (1st-level), spell component pouch, pouch with 519 gp worth of mixed coins and gems

FAVOURIED ENEMIES & FAVOURIED TERRAIN

Favoured Terrain Bonuses: Add to Initiative checks and Knowledge (geography), Perception, Stealth and Survival checks.

Favoured Enemy Bonuses: Add to Bluff, Knowledge, Perception, Sense Motive and Survival checks.

SERPENTFOLK CLERIC LICH CR 16 (XP 76,800)

This serpentine humanoid wears a mithral shirt over its lustreless scaly skin. It has a long sinuous tail, and a fanged serpent's head.

Female advanced serpentfolk lich cleric 13

NE Medium undead

Init +11; **Senses** darkvision 60 ft., scent; Perception +37, Sense Motive +37

Speed 30 ft.; **ACP** 0; Acrobatics +12, Fly +10, Escape Artist +25, Stealth +18

AC 31, touch 17, flat-footed 25; **CMD** 31

(+5 armour [+1 mithral shirt], +1 deflection [ring of protection +1], +6 Dex, +6 natural [amulet of natural armour +1], +3 shield [+1 heavy mithral])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +17, **Ref** +17, **Will** +22 (+26 vs. channelling); **SR** 28

hp 223 (18 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +14; **CMB** +14

Fear Aura (Su) Creatures with less than 5 HD must make a DC 25 Will save or become frightened. Creatures with more than 5 HD must make a DC 25 Will save or be shaken for 18 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 agile rapier (Power Attack [-4/+8]) +22/+17/+12 (1d6+8/18-20),

bite (Power Attack [-4/+4]) +16 (1d6 plus poison [DC 25 Fort [2 saves]; freq. 1 rd./6 rds/; effect 1d2 Str]) and touch +16 (1d8+8 plus paralyzing touch [DC 25]) or

Melee bite (Power Attack -4, +8) +21 (1d6 plus poison [DC 25 Fort [2 saves]; freq. 1 rd./6 rds/; effect 1d2 Str]) and touch +21 (1d8+8 plus paralyzing touch [DC 25]) or

Melee Touch touch of evil (11/day) +14 (sickened [6 rounds])

Ranged hand of the acolyte (11/day; range 30 ft.) +23 (1d6+8/18-20)

Atk Options Combat Reflexes, paralyzing touch, poison, scythe of evil

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Scythe of Evil (Su [standard; 2/day]) The weapon touched gains the *unholy* special weapon quality for 6 rounds.

Special Attacks channel negative energy (9/day, 7d6, DC 22 [Selective Channelling]), dispelling touch

Dispelling Touch (Sp [standard; 2/day]) The lich uses a melee touch attack (+19) as a targeted *dispel magic*.

Cleric Spells Prepared (CL 13th; concentration +21 [+25 casting defensively or grappling]; Evil, Magic; ranged touch +21)

7th—*repulsion* (DC 25), *spell turning*^D, *summon monster VII*

6th—*blade barrier* (DC 24), *create undead*^D, *greater dispel magic*, *harm* (DC 24)

5th—*dispel good*^D, *flame strike* (DC 23), *greater command* (DC 23), *righteous might*, *true seeing*

4th—*chaos hammer* (DC 22), *divine power* (2), *freedom of movement* (2), *greater magic weapon*, *unholy blight*^D (DC 22)

3rd—*dispel magic*, *invisibility purge*, *magic circle against good*^D, *magic vestment* (2), *protection from energy*, *wind wall*

2nd—*cat's grace* (2), *enthral* (DC 20), *hold person* (DC 20), *magic mouth*^D, *silence* (2, DC 20)

1st—*comprehend languages*, *divine favour* (2), *identify*^D, *sanctuary* (2, DC 19), *shield of faith*

0 (at will)—*bleed* (DC 18), *detect magic*, *guidance*, *read magic*

Spell-Like Abilities (4th; concentration +10 [+14 casting defensively or grappling])

At will—*disguise self* (humanoid only; DC 17), *ventriloquism*

1/day—*blur*, *dominate person* (DC 21) *major image* (DC 19), *mass suggestion* (DC 22), *mirror image*, *suggestion* (DC 19), *teleport*

Combat Gear *oil of greater magic fang* +3 (CL 12), *potion of displacement* (CL 12), *potion of invisibility*, *scrolls of summon monster VIII* (2), *elixir of hiding*, *elixir of tumbling*

Abilities Str 10, Dex 24, Con —, Int 20, Wis 27, Cha 22

SQ aura of evil (overwhelming), rejuvenation

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Improved Initiative, Martial Weapon Proficiency (rapier), Power Attack, Selective Channelling, Toughness, Weapon Finesse

Skills as above plus Disguise +14, Knowledge (arcana) +16, Knowledge (planes) +26, Knowledge (religion) +26, Spellcraft +26, Use Magic Device +28

Languages Aklo, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.

Gear as above plus *cloak of resistance* +2, *elixir of vision*, *headband of inspiring wisdom* +4, *ring of mind shielding*, *stone of alarm*, spell component pouch, components for two castings of *true seeing*, *unholy symbol*, pouch with 79 gp worth of mixed coins

ELF MAGUS LICH CR 17 (XP 102,400)*This skeletal humanoid's eyes burn with malevolence.*Male elf lich magus 16
NE Medium undead**Init** +12; **Senses** darkvision 60 ft., low-light vision; Perception +25, Sense Motive +19**Speed** 30 ft.; **ACP** 0; **Acrobatics** +29, **Fly** +25, **Stealth** +31**AC** 32, touch 18, flat-footed 27; **CMD** 30(+9 armour [*celestial armour*], +8 Dex, +5 natural)**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity**Fort** +15, **Ref** +15, **Will** +14 (+18 vs. channelling); +2 vs. enchantment**hp** 139 (11 HD); **DR** bludgeoning and magic/15**Space** 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +12**Fear Aura (Su)** Creatures with less than 5 HD must make a DC 18 Will save or become frightened. Creatures with more than 5 HD must make a DC 18 Will save or be shaken for 11 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.**Melee** +1 *agile rapier* (Power Attack [-4/+8]) +22/+17/+12 (1d6+11/18-20) and touch +15 (1d8+8 plus paralyzing touch [DC 18]) or**Melee Touch** touch +20 (1d8+8 plus paralyzing touch [DC 18])**Atk Options** Bleeding Critical, Combat Reflexes, Disruptive, Spellbreaker, arcane accuracy, arcane pool (12 points), counterstrike, greater spell combat, improved spell recall, paralyzing touch, spellstrike**Arcane Accuracy (Su [swift; 1 arcane point])** The magus gains a +4 insight bonus on all attack rolls until the end of his turn.**Accurate Strike (Ex [swift; 2 arcane points])** Until the end of his turn, the magus makes melee touch attacks with his rapier.**Counterstrike (Ex)** Whenever an enemy within the magus' reach casts a spell defensively, it provokes an attack of opportunity (which cannot disrupt the spell) from the magus after the spell is complete.**Greater Spell Combat (Ex)** The lich can cast spells and wield weapons at the same time like two-weapon fighting, but the off-hand weapon is a spell. He must have one hand free (even if the spell does not have somatic components) and wield his rapier in the other hand. As a full-round action, he can make all of his attacks with his rapier at a -2 penalty and cast any magus spell with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts the spell defensively, he can decide to take an additional penalty on his attack rolls, up to -4, and add double the amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. When using this ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any other bonus granted by taking an additional penalty on the attack roll. The lich

can cast the spell first or make the weapon attacks first but cannot cast the spell between weapon attacks.

Improved Spell Recall (Su [swift]) The lich recalls one magus spell he has already prepared and cast that day by expending a points from his arcane pool equal to half the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. Instead of recalling a used spell, he can prepare a spell of the same level that he has in his spellbook without referencing the book by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The magus cannot apply metamagic feats to this spell.**Paralysing Touch (Su)** A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.**Prescient Attack (Su [immediate; 1 arcane point])** The magus spends 1 point from his arcane pool after hitting a target with a weapon, allowing him to anticipate his opponent's defences. The target is denied its Dexterity bonus against the magus's attacks until the end of the magus's next turn.**Spellstrike (Su)** Whenever the magus casts a magus spell with a range of "touch," he can deliver the spell through his rapier as part of a melee attack. Instead of the melee touch attack to deliver the spell, he makes one free melee attack with his rapier (+22) as part of spellcasting. The attack deals normal damage and the spell's effects. This attack uses the weapon's critical range, but the spell only deals ×2 damage on a critical hit; the weapon uses its own critical modifier.**Magus Spells Prepared** (CL 16th; concentration +20; Maximise Spell)6th—*greater dispel magic*5th—*cone of cold* (DC 19), *teleport*, *wall of stone*4th—*greater invisibility* (2), maximised *shocking grasp* (2), *stoneskin*3rd—*fly* (2), *greater magic weapon* (2), *haste*, *keen edge*2nd—*bull's strength*, *darkness* (2), *fox's cunning*, *invisibility*, *mirror image*1st—*expeditious retreat*, *shocking grasp* (3), *shield* (2)0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 14), *read magic***Combat Gear** *potions of eagle's splendour* (2)**Abilities** Str 10, Dex 26, Con —, Int 18, Wis 14, Cha 16**SQ** magus arcana (accurate strike, arcane accuracy, prescient attack), fighter training, heavy armour, knowledge pool, rejuvenation, weapon familiarity (elf)**Feats** Bleeding Critical, Combat Reflexes, Craft Wondrous Item, Disruptive^B, Critical Focus, Improved Initiative, Maximise Spell, Power Attack, Spellbreaker^B, Weapon Finesse, Weapon Focus (rapier)^B, Weapon Specialisation (rapier)^B**Skills** as above plus Knowledge (arcana) +23, Spellcraft +23**Languages** Celestial, Common, Draconic, Elven, Gnome, Sylvan**Gear** as above plus *belt of incredible dexterity* +6, *boots of elvenkind*, *cloak of resistance* +2, spell component pouch, components for four castings of *stoneskin*, pouch, 174 gp**Spellbook** as above plus GM determined

HALF-ORC DRUID LICH CR 17 (XP 102,400)

This partially skeletal silver-haired half-orc wears the simple, rustic clothes of a farmer or forester.

Male venerable half-orc lich druid (unliving) 16

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +32, Sense Motive +24

Speed 30 ft.; trackless step, woodland stride; **ACP** 0; Stealth +14

Trackless Step (Ex) The lich leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex) The lich can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects him.

AC 16, touch 11, flat-footed 15; **CMD** 32 (+1 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +19, **Ref** +10, **Will** +19 (+23 vs. channelling); +4 vs. fey spell-like and supernatural abilities

hp 169 (16 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +21

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 16 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *falchion* (Power Attack [-4/+12]) +22/+17/+12 (2d4+14/18-20) and touch +16 (1d8+8 plus paralyzing touch [DC 23]) or

Melee Touch touch +21 (1d8+8 plus paralyzing touch [DC 23])

Ranged Touch storm burst (range 30 ft.; 8/day) +13 (1d6+8 nonlethal plus -2 on attack rolls [1 round])

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks a thousand faces (*alter self*), lightning lord (16 bolts/day), touch of rage, wild shape (8/day; +5 natural armour bonus)

Lightning Lord (Sp [standard]) The lich can call down up to 16 lightning bolts (as *call lightning* [DC 18 Reflex halves]) per day. It can call down as many bolts as it wants when it uses the ability but no creature can be targeted by more than one bolt and no two targets can be more than 30 ft. apart.

Touch of Rage (Sp [standard; 8/day]) The druid can touch a creature to give it a +7 morale bonus on attack rolls, damage rolls and Will saving throws for 1 round.

Druid Spells Prepared (CL 16th; concentration +21; Weather; ranged touch +13; spontaneous casting [*summon nature's ally*])

8th—*stormbolts* (2, DC 23), *whirlwind*^D (DC 23)

7th—*control weather*^D, *fire storm* (DC 22), *harm* (2, DC 22)

6th—*antilife shell*, *control winds*^D, *greater dispel magic* (2)

5th—*commune with nature*, *ice storm*^D, *inflict critical wounds* (DC 20), *stoneskin*, *tree stride* (2)

4th—*air walk*, *freedom of movement*, *sleet storm*^D, *strong jaw* (2), *thorn body*

3rd—*aqueous orb* (2, DC 18), *call lightning*^D (DC 18), *greater magic fang* (3)

2nd—*barkskin* (2), *cat's grace*, *fog cloud*^D, *owl's wisdom*, *resist energy*

1st—*ant haul*, *faerie fire* (2), *longstrider* (2), *negate aroma*, *obscuring mist*^D

0 (at will)—*detect magic*, *guidance*, *know direction*, *read magic*

Combat Gear *potion of eagle's splendour* (2), *potion of haste* (CL 13), *potion of mage armour* (CL 16), *scrolls of summon nature's ally IX* (2)

Abilities Str 28, Dex 12, Con —, Int 15, Wis 20, Cha 20

SQ a thousand faces, nature bond (domain), nature sense, orc blood, orc ferocity, resist nature's lure, rejuvenation, strength of the beast, weapon familiarity (orc), wild empathy (+19)

Feats Combat Reflexes, Craft Wondrous Item, Eldritch Heritage (orc), Improved Eldritch Heritage (orc), Skill Focus (Survival), Natural Spell, Power Attack, Toughness

Skills as above plus Intimidate +26, Knowledge (geography) +18, Knowledge (nature) +18, Spellcraft +21, Survival +26

Languages Common, Giant, Orc

Gear as above plus *belt of giant strength* +6, *cloak of resistance* +4, *incense of meditation* (1 block), *pearl of power* (2nd-level), spell component pouch, components for two castings of *stoneskin*, pouch with 219 gp worth of mixed coins and gems

Note This orc achieved lichdom after reaching venerable age, but did not take any age penalties thanks to the timeless body class feature.

HUMAN ORACLE LICH CR 17 (XP 102,400)

This skeleton carries a heavy metal shield and a wickedly pointed morningstar.

Female human lich oracle (heavens) 16

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +29, Sense Motive +21

Speed 30 ft.; lure of the heavens; **ACP** 0; Fly +5

Lure of the Heavens (Su) The lich no longer leaves tracks, and can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. The lich can *fly*, as the spell, for 16 minutes per day; this duration does not need to be consecutive, but it must be spent in 1-minute increments.

AC 19, touch 12, flat-footed 17; **CMD** 26; coat of many stars (+2 Dex, +5 natural, +2 shield [heavy mithral])

Coat of Many Stars (Su; standard) The lich can conjure a coat of starry radiance that grants a +10 armour bonus and DR slashing/5. She can use this coat for 16 hours per day. The duration does not need to be consecutive; it can instead be spent in 1-hour increments.

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +16, **Ref** +11, **Will** +14 (+18 vs. channelling)

hp 235 (16 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +14

Fear Aura (Su) Creatures with less than 5 HD must make a DC 27 Will save or become frightened. Creatures with more than 5 HD must make a DC 27 Will save or be shaken for 16 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *human bane vicious morningstar* (Power Attack [-4/+8]) +16/+11/+6 (1d6+3/x2) and touch +9 (1d8+8 plus paralyzing touch [DC 27]) or

Melee Touch touch +14 (1d8+8 plus paralyzing touch [DC 27])

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks interstellar void

Interstellar Void (Su [standard; 2/day]) One target within 30 feet is cloaked in the void and takes 16d6 points of cold damage. A successful Fortitude save (DC 27) halves this damage. Creatures who fail their save are also exhausted and stunned for 1 round.

Oracle Spells Known (CL 16th; concentration +27 [+31 casting defensively or grappling]; ranged touch +14; Heighten Spell, Quicken Spell, awesome display)

8th (4/day)—*mass inflict critical wounds* (DC 27), *sunburst* (DC 27), *unholy aura* (DC 27)

7th (6/day)—*control weather*, *greater scrying* (DC 26), *mass inflict serious wounds* (DC 26), *prismatic spray* (DC 26), *reverse gravity*

6th (7/day)—*antilife shell*, *chain lightning* (DC 25), *greater dispel magic*, *harm* (DC 25), *mass inflict moderate wounds* (DC 25)

5th (8/day)—*break enchantment*, *flame strike* (DC 24), *mass inflict light wounds* (DC 24), *overland flight*, *plane shift* (DC 24), *telekinesis* (DC 24), *unhallow*

4th (8/day)—*blessing of fervour*, *divine power*, *freedom of movement*, *greater magic weapon*, *inflict critical wounds* (DC 23), *rainbow pattern*^P (DC 23)

3rd (8/day)—*animate dead*, *daylight*, *inflict serious wounds* (DC 22), *invisibility purge*, *magic vestment*, *protection from energy*

2nd (8/day)—*bull's strength*, *cat's grace*, *darkness*, *hypnotic pattern*^P (DC 21), *inflict moderate wounds* (DC 21), *levitate*, *minor image* (DC 21), *silence* (DC 21), *spiritual weapon*

1st (9/day)—*colour spray*^P (DC 20), *divine favour*, *endure elements*, *inflict light wounds* (DC 20), *protection from good*, *sanctuary* (DC 20), *shield of faith*

0 (at will)—*bleed* (DC 19), *create water*, *detect magic*, *detect poison*, *ghost sound* (DC 19), *guidance*, *light*, *mage hand*, *mending*, *read magic*, *stabilize*

Awesome Display (Su) Each creature affected by the lich's illusion (pattern) spells is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus her Charisma modifier. Such spells are denoted by P, above.

Combat Gear *potion of barkskin* +5 (2; CL 12th), *scroll of divine vessel*, *scroll of greater spell immunity*

Abilities Str 14, Dex 14, Con —, Int 12, Wis 14, Cha 28

SQ mystery (heavens), oracle's curse (haunted), rejuvenation, revelations (awesome display, coat of many stars, interstellar void, lure of the heavens, star chart)

Haunted Retrieving any stored item from the lich's gear requires a standard action, unless it would normally take longer. Any item she drops lands 10 feet away from her in a random direction.

Star Chart (Ex) Once per day, the lich may spend 10 minutes contemplating her star chart to gain the benefit of the spell *commune*.

Feats Combat Casting, Combat Reflexes^B, Craft Wondrous Item, Heighten Spell, Improved Initiative, Power Attack, Quicken Spell, Lightning Reflexes, Weapon Focus (morningstar)

Skills as above plus Diplomacy +20, Knowledge (arcana) +20, Knowledge (planes) +20, Knowledge (religion) +20, Spellcraft +20

Languages Common, Draconic

Gear as above plus *cloak of resistance* +2, *elixir of vision* (2), *headband of alluring charisma* +6, *incense of meditation* (1 block), spell component pouch, two foci (Astral and Material planes, for *plane shift*), reliquary (focus for *unholy aura*), silver mirror (focus for *greater scrying*), pouch with 129 gp worth of mixed coins and gems

PUKWUDGIE DRUID LICH CR 17 (XP 102,400)

A merging of an emaciated human and a porcupine, this sinister creature smells of death and decay.

Female pukwudgie lich druid (unliving) 13

NE Medium undead (shapechanger)

Init +11; **Senses** darkvision 60 ft., *deathwatch*, *detect good*, *detect magic*; Perception +41, Sense Motive +41

Speed 30 ft.; trackless step, woodland stride; **ACP** 0; Ride +8, Stealth +42

Trackless Step (Ex) The lich leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex) The lich can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

AC 32, touch 19, flat-footed 26; **CMD** 36; Mobility (+8 armour [+4 *leather*], +2 deflection, +5 Dex, +1 dodge [Dodge], +5 natural, +1 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resist** fire 20

Fort +18, **Ref** +15, **Will** +22 (+26 vs. channelling); +4 vs. fey spell-like and supernatural abilities

hp 269 (22 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +18; **CMB** +21

Fear Aura (Su) Creatures with less than 5 HD must make a DC 28 Will save or become frightened. Creatures with more than 5 HD must make a DC 28 Will save or be shaken for 22 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee 2 quills (Power Attack [-5/+10]) +24 (1d4+5/19-20 plus [DC 21 Fortitude [2 saves]; *freq.* 1 rd./6 rds.; *effect* 1d3 Con]) and touch +19 (1d8+11 plus paralyzing touch [DC 28]) or

Melee Touch touch +24 (1d8+11 plus paralyzing touch [DC 28])

Ranged 2 quills (range 40 ft.) +25 (1d4+5/19-20 plus poison [DC 21 Fortitude [2 saves]; *freq.* 1 rd./6 rds.; *effect* 1d3 Con])

Ranged Touch fire bolt (range 30 ft.; 11/day) +23 (1d6+6 fire)

Atk Options Combat Reflexes, paralyzing touch, sneak attack (+3d6)

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks change shape (porcupine, *beast shape II*), quills, spawn undead, wild shape (5/day)

Quills (Ex) A pukwudgie can fire two of its quills as a ranged attack as a standard action. These quills have a range increment of 40 feet. Any creature attacking a pukwudgie with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a pukwudgie takes 2d4 points of piercing damage. Anyone who takes damage from these quills is also exposed to the pukwudgie's poison.

Spawn Undead (Su) Any creature slain by a pukwudgie's poisonous quills rises in 24 hours as a zombie. Undead created by this ability are not immediately under the control of a pukwudgie, but they receive a -4 penalty on saves against a pukwudgie's *control undead* spell-like ability.

Druid Spells Prepared (CL 13th; concentration +21; Fire; ranged touch +24; spontaneous casting [*summon nature's ally*])

7th—*elemental body IV^D* (fire only), *harm* (DC 25), *true seeing*

6th—*fire seeds^D* (DC 26), *greater dispel magic* (2), *mass cat's grace*

5th—*aspect of the wolf*, *commune with nature*, *fire shield^{D, E}*, *stoneskin* (2)

4th—*air walk* (2), *flame strike^E* (3) (DC 24), *freedom of movement*, *wall of fire^D*

3rd—*fireball^{D, E}* (DC 23), *greater magic fang* (2), *protection from energy* (2), *sleet storm*, *wind wall*

2nd—*barkskin* (2), *bull's strength*, *darkness* (2), *fog cloud*, *produce flame^{D, E}*

1st—*burning hands^{D, E}*, *entangle* (2) (DC 19), *faerie fire*, *longstrider* (2), *pass without trace*

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

Spell-Like Abilities (10th; concentration +17)

Constant—*deathwatch*, *detect good*, *detect magic*

At will—*command undead* (DC 19), *produce flame*

3/day—*animate dead*, *death knell* (DC 19), *invisibility*, *ray of enfeeblement* (DC 18), *scare* (DC 19)

1/day—*nondetection* (DC 20)

Combat Gear *wand of spike stones* (DC 16; 8 chgs.)

Abilities Str 18, Dex 20, Con —, Int 18, Wis 27, Cha 24

SQ a thousand faces, nature bond (domain), nature sense, resist nature's lure, wild empathy (+20)

Feats Combat Reflexes, Greater Skill Focus (evocation), Craft Wondrous Item, Power Attack, Dodge, Improved Critical (quill), Improved Initiative, Mobility, Natural Spell, Spell Focus (evocation), Weapon Focus (quill)

Skills as above plus Bluff +32, Heal +20, Knowledge (arcana) +30, Knowledge (nature) +21, Knowledge (religion) +30, Spellcraft +30, Survival +13

Languages Common, Draconic, Druidic, Elven, Infernal, Sylvan

Gear as above plus *amulet of mighty fists* +1, *headband of inspired wisdom* +6, *incense of meditation* (1 block), spell component pouch, components for four castings of *stoneskin* and two of *true seeing*, pouch with 79 gp worth of mixed coins

ADVANCED DEMILICH CR 18 (XP 153,600)

Glittering jewels encrust this leering skull as it floats up into the air on a swirling vortex of dust and shimmering magic.

NE Tiny undead

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +32, Sense Motive +32

Speed 30 ft. (perfect; Flyby Attack); **ACP** 0; Fly +34, Stealth +24

AC 29, touch 25, flat-footed 22; **CMD** 29; Mobility

(+3 Dex, +1 dodge [Dodge], +4 natural, +9 profane, +2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid, cold, electricity, magic, polymorph; **Weaknesses** torpor, *vorpal susceptibility*

Immunity to Magic (Su) A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature:

- A *dispel evil* spell deals 2d6 damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 damage per two caster levels (maximum 10d6), with no saving throw.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

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

Fort +24, **Ref** +20, **Will** +28 (+33 vs. channelling)

hp 290 (20 HD); **DR** —/20

Space 2-1/2 ft.; **Base Atk** +15; **CMB** +16

Special Attacks devour soul, telekinetic storm

Devour Soul (Su [standard]) Up to a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 29 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life.

Telekinetic Storm (Su [standard]) As a special use of its *telekinesis* spell-like ability, a demilich can churn up its treasure, dust, bones and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centred on the demilich's skull. Creatures within the storm take 12d6 damage per round on the demilich's turn (Reflex DC 24 halves). The demilich can maintain the storm indefinitely by concentrating.

Spell-Like Abilities (20th; concentration +29)

Constant—*true seeing*

At will—*greater bestow curse* (DC 25), *telekinesis* (DC 23), *wail of the banshee* (20-ft.-radius spread centred on the demilich; DC 28)

Abilities Str 6, Dex 17, Con —, Int 21, Wis 20, Cha 28

SQ rejuvenation, unholy grace

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a DC 30 caster level check, the demilich is permanently destroyed.

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack^B, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Fly), Toughness

Skills as above plus Bluff +24, Knowledge (arcana) +28, Knowledge (dungeoneering) +20, Knowledge (history) +20, Knowledge (planes) +20, Knowledge (religion) +28, Spellcraft +34

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

Gear as above plus *cloak of resistance* +5, *headband of alluring charisma* +6, chest with 20,998 gp worth of mixed coins, jewellery, and gems. Note: The cloak cannot be used by the demilich.

DRIDER LICH

CR 18 (XP 153,600)

The dry rasping of skeletal spidery legs brings this hideous, nightmarish fusion of drow and spider into view.

Male drider lich sorcerer (aberrant) 9

CE Large undead

Init +9; **Senses** darkvision 120 ft., *detect good, detect law, detect magic*; Perception +33, Sense Motive +20

Speed 30 ft., climb 20 ft.; **ACP** 0; Climb +16, Fly +18, Stealth +33

AC 26, touch 15, flat-footed 21; **CMD** 30 (+42 vs. trip) (+1 deflection [*ring of protection* +1], +4 Dex, +1 dodge [Dodge], +11 natural [shroud of vermin], -1 size)

Shroud of Vermin (Su) The drider can walk among swarms without fear of being harmed, and with a standard action can mentally command a swarm in which it stands. It can direct the swarm's actions as long as it has more Hit Dice than the swarm. Even when the drider isn't amid a swarm, its body crawls with vermin, and their chitinous bodies increase its natural armour bonus by +3 (included above).

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +20, **Ref** +15, **Will** +22 (+26 vs. channelling); **SR** 29

hp 209 (18 HD); unusual anatomy; **DR** bludgeoning and magic/15

Unusual Anatomy (Ex) The lich has a 25% chance to ignore critical hits or sneak attack damage

Space 10 ft.; fear aura (60 ft.); **Base Atk** +10; **CMB** +16

Fear Aura (Su) Creatures with less than 5 HD must make a DC 26 Will save or become frightened. Creatures with more than 5 HD must make a DC 28 Will save or be shaken for 18 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *heavy mace* +15/+10 (1d8+8), bite +12 (1d4+4 plus poison [DC 21 Fort {1 save}]; *freq.* 1 rd./6 rds.; *effect* 1d2 Str) and touch (reach 10 ft.) +9 (1d8+9 plus paralyzing touch [DC 26]) or

Melee bite +17 (1d4+4 plus poison [DC 21 Fort {1 save}]; *freq.* 1 rd./6 rds.; *effect* 1d2 Str) and touch (reach 10 ft.) +14 (1d8+9 plus paralyzing touch [DC 26])

Ranged +1 *composite longbow* (range 110 ft.) +14/+9 (1d8+6/x3) or

Ranged Touch acid ray (range 30 ft.; 9/day) +14 (1d6+4 acid)

Atk Options Blind-Fight, long limbs, paralyzing touch, poison

Long Limbs (Ex) The drider's reach increases by 5 feet whenever it makes a melee touch attack. This ability does not increase its threatened area and is already included above.

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks pestilential breath (2/day), plague's caress (10/day), web (+13 ranged, DC 21, hp 18)

Pestilential Breath (Sp [standard; 2/day]) The drider exhales a 30-foot cone cloud of pestilence. Those in the miasmic cloud

get a DC 26 Fortitude save to avoid the effects of two diseases. The drider chooses which two diseases infect each target that succumbs to its pestilential breath from the following: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes or slimy doom. The victim suffers the initial effects of these two diseases immediately—use the diseases' frequency and save DC normally to determine further effects.

Plague's Caress (Sp) The drider makes a melee touch attack that causes a living creature's flesh to break out into rancid-smelling pustules and sores which sickens the victim 9 rounds; this is a disease effect.

Sorcerer Spells Known (CL 15th; concentration +22 [+26 casting defensively or grappling]; ranged touch +13)

7th (5/day)—*reverse gravity, waves of exhaustion*

6th (7/day)—*acid fog, disintegrate* (DC 23), *greater dispel magic*

5th (7/day)—*overland flight, teleport, sending, wall of force*

4th (7/day)—*animate dead, black tentacles, dimension door, enervation, fire shield*

3rd (8/day)—*displacement, haste, protection from energy, stinking cloud* (DC 20), *tongues*

2nd (8/day)—*bull's strength, cat's grace, command undead* (DC 19 for intelligent undead), *invisibility, see invisibility, web* (DC 19)

1st (6/day)—*alarm, enlarge person, mage armour, magic missile, ray of enfeeblement* (DC 18), *silent image* (DC 18)

0 (at will)—*acid splash, bleed* (DC 17), *daze* (DC 17), *disrupt undead, ghost sound* (DC 17), *mage hand, ray of frost, read magic, resistance*

Spell-Like Abilities (9th; concentration +16 [+20 casting defensively or when grappled])

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 20)

Combat Gear *scroll of guards and wards*

Abilities Str 20, Dex 18, Con —, Int 21, Wis 20, Cha 24

SQ bloodline arcana, rejuvenation, undersized weapons

Feats Blind-Fight, Combat Casting, Dodge, Eldritch Heritage (pestilence), Eschew Materials^B, Greater Eldritch Heritage (pestilence), Great Fortitude, Improved Eldritch Heritage (pestilence), Improved Initiative, Skill Focus (Heal), Weapon Focus (bite)

Skills as above plus Heal +8, Intimidate +17, Knowledge (arcane, dungeoneering, religion) +23, Spellcraft +26, Use Magic Device +28

Languages Abyssal, Aklo, Common, Dwarven, Elven, Undercommon

Gear as above plus +1 *composite longbow* [+5 Str] with 40 arrows, *amulet of mighty fists* +2, *cloak of resistance* +5, *headband of alluring charisma* +6, spell component pouch, pouch with 134 gp worth of mixed coins

DWARF CLERIC LICH CR 18 (XP 153,600)

This mouldering dwarf wears full plate armour into which is etched a hammer symbol.

Male dwarf lich cleric 17

LE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +28 (+30 vs. unusual stonework; stonecunning), Sense Motive +27

Speed 20 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)

AC 29, touch 12, flat-footed 27; **CMD** 25 (+29 vs. bull rush and trip); +4 AC vs. giants (+10 armour [+1 full plate], +2 Dex, +5 natural, +2 shield [heavy mithral])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resistance** acid 20

Fort +13, **Ref** +11, **Will** +20 (+24 vs. channelling); +2 vs. spells and spell-like abilities

hp 199 (17 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +14

Fear Aura (Su) Creatures with less than 5 HD must make a DC 23 Will save or become frightened. Creatures with more than 5 HD must make a DC 23 Will save or be shaken for 17 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee *keen battleaxe of life stealing* (as *sword of life stealing*, with *keen* quality; Power Attack [-4/+8]) +16/+11 (1d8+3/19-20/x3) and touch attack +9 (1d8+8 plus paralyzing touch [DC 23]) or

Melee Touch touch +14 (1d8+8 plus paralyzing touch [DC 23])

Ranged Touch acid dart (range 30 ft.; 11/day) +14 (1d6+8 acid)

Atk Options +1 attack vs. goblin- and orc-type foes, paralyzing touch, weapon master

Weapon Master (Su [swift]) The lich gains the use of one combat feat for 17 rounds per day. These rounds need not be consecutive and the lich can change the feat used every time it uses this ability. It must have the prerequisites for the chosen feat.

Paralysing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks battle rage, channel negative energy (8/day, 9d6, DC 23)

Battle Rage (Sp [standard; 11/day]) The lich bestows a +8 bonus on melee damage rolls for 1 round.

Cleric Spells Prepared (CL 17th; concentration +25 [+29 casting defensively or grappling]; Earth, War; ranged touch +14 [+16 ray]; spontaneous casting [*inflict*]; Quicken Spell)

9th—*overwhelming presence* (DC 27), *power word kill*^D

8th—*power word stun*^D, *stormbolts* (2; DC 26), *unholy aura* (DC 26)

7th—*ethereal jaunt*, *power word blind*^D, quickened *searing light* (3)

6th—*harm* (2; DC 24), quickened *spiritual weapon* (2), *stoneskin*^D, *word of recall*

5th—*flame strike*^D (4; DC 23), *righteous might*, *spell resistance*

4th—*blessing of fervour*, *divine power* (2), *freedom of movement*, *greater magic weapon* (2), *spike stones*^D (DC 22)

3rd—*deeper darkness*, *invisibility purge*, *magic vestment*^D (2), *meld into stone*, *protection from energy* (2)

2nd—*bull's strength*, *eagle's splendour* (2), *darkness*, *silence* (DC 20), *spiritual weapon*^D (2)

1st—*magic weapon*^D, *protection from good*, *sanctuary* (2; DC 19), *shield of faith* (2), *sun metal*

0 (at will)—*bleed* (DC 18), *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*, *virtue*

Combat Gear *scrolls of greater spell immunity*

Abilities Str 14, Dex 12, Con —, Int 12, Wis 26, Cha 20

SQ acid resistance, aura of evil (overwhelming), rejuvenation, weapon familiarity (dwarven)

Feats Combat Casting, Craft Wondrous Item, Heavy Armour Proficiency, Lightning Reflexes, Power Attack, Quicken Spell, Toughness, Weapon Focus (battleaxe, ray)

Skills as above plus Appraise +1 (+3 to value nonmagical metal and gemstones), Knowledge (religion) +21, Spellcraft +21

Languages Common, Dwarven, Undercommon

Gear as above plus mwk cold iron battleaxe, *cloak of resistance* +4, *headband of inspiring wisdom* +6, *incense of meditation* (1 block), spell component pouch, components for one casting of *stoneskin*, silver unholy symbol, pouch with 125 gp worth of mixed coins and gems

HUMAN WIZARD LICH CR 18 (XP 153,600)

This skeletal humanoid wears elaborate wizard's robes into which are sewn a multitude of pockets.

Male human lich wizard (abjurer) 17

NE Medium undead

Init +6; **Senses** darkvision 60 ft., permanent *arcane sight*, permanent *see invisibility*; Perception +30, Sense Motive +22

Speed 30 ft.; **ACP** 0; Acrobatics +19, Ride +11, Stealth +30

AC 26, touch 12, flat-footed 24; **CMD** 20; protective ward (+9 armour [+5 *mithral shirt*], +2 Dex, +5 natural)

Protective Ward (Su [standard; 12/day]) The lich creates a 10 ft. radius field of protective magic centred on itself (duration 9 rounds) that bestows a +4 deflection bonus to all allies in the area (and the lich).

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resist** energy absorption, fire 10

Energy Absorption (Su) When the lich takes energy damage apply immunities, vulnerabilities and resistance before applying this absorption. Any damage in excess of the absorption is applied normally. The lich can absorb a total of 51 hp.

Fort +13, **Ref** +12, **Will** +17 (+21 vs. channelling)

hp 145 (160 with *false life*) (17 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +8; **CMB** +8

Fear Aura (Su) Creatures with less than 5 HD must make a DC 21 Will save or become frightened. Creatures with more than 5 HD must make a DC 21 Will save or be shaken for 17 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee touch +10 (1d8+8 plus paralyzing touch [DC 21])

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Wizard Spells Prepared (CL 17th; concentration +27 [+31 casting defensively or grappling]; ranged touch +10 [+11 ray]; ASF 10%; arcane bond [ring])

9th—*mage's disjunction*^A (DC 30), *power word kill*, *time stop*

8th—*maze*, *mind blank*^A, *power word stun* (2)

7th—*delayed blast fireball* (3; DC 26), *deflection*^A, *greater teleport*

6th—*chain lightning* (2; DC 25), *disintegrate* (DC 25), *greater dispel magic*^A (2), *repulsion*^A (DC 27)

5th—*break enchantment*^A, *feeblemind* (2; DC 24), *mind fog* (DC 24), *sending*, *teleport*, *wall of force*

4th—*confusion* (2; DC 23), *dimension door* (2), *fire shield*, *stoneskin*^A (2)

3rd—*magic circle against good*^A, *protection from energy*^A (2), *sleet storm* (2), *stinking cloud* (DC 22), *wind wall*

2nd—*command undead* (2; DC 21), *cat's grace*, *eagle's splendour*, *false life*, *glitterdust* (DC 21), *resist energy*^A

1st—*alarm*^A (2), *mount*, *obscuring mist* (2), *shield*^A (2), *true strike* 0 (at will)—*detect magic*, *ray of frost*, *read magic*, *resistance*^A

Combat Gear *potion of see invisibility*, *scroll of acid fog*, *scroll of guards and wards*

Abilities Str 10, Dex 14, Con —, Int 28, Wis 14, Cha 16

SQ rejuvenation, resistance

Feats Brew Potion^B, Combat Casting, Combat Reflexes, Craft Wand^B, Craft Wondrous Item^B, Light Armour Proficiency, Greater Spell Focus (abjuration), Improved Initiative, Scribe Scroll^B, Spell Focus (abjuration), Toughness, Weapon Focus (ray), Weapon Finesse

Skills as above plus Diplomacy +20, Knowledge (arcana) +29, Knowledge (engineering) +29, Knowledge (history) +29, Knowledge (nature) +20, Knowledge (nobility) +20, Knowledge (religion) +29, Spellcraft +29, Use Magic Device +20

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Giant, Halfling, Infernal, Orc, Undercommon; permanent *tongues*

Gear as above plus *cloak of resistance* +5, *headband of vast intelligence* +6 [Acrobatics, Perception, Stealth], *pearl of power* [2nd-level], ring (arcane bond), spell component pouch, components for four castings of *stoneskin*, pair of canine statuettes (focus for *repulsion*), pouch with 94 gp worth of mixed coins and gems

Spellbook as above (divination, illusion) and GM determined

SERPENTFOLK WIZARD LICH CR 18 (XP 153,600)

This serpentine humanoid has bright scaly skin, a long sinuous tail, and a fanged serpent's head. Unarmed except for a dagger, the creature clenches its fists

Male advanced serpentfolk lich wizard (transmuter) 15

NE Medium undead

Init +14; **Senses** darkvision 60 ft., scent; Perception +35, Sense Motive +24

Speed 30 ft.; **ACP** 0; Acrobatics +25, Fly +33 (+37 with *fly* spell), Escape Artist +37, Stealth +41

AC 32, touch 24, flat-footed 21; **CMD** 33

(+3 deflection [*ring of protection* +3], +10 Dex, +1 dodge [Dodge], +8 natural [*amulet of natural armour* +3])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +16, **Ref** +23, **Will** +21 (+25 vs. channelling); **SR** 30

hp 232 (247 with *false life*) (20 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +12

Fear Aura (Su) Creatures with less than 5 HD must make a DC 26 Will save or become frightened. Creatures with more than 5 HD must make a DC 26 Will save or be shaken for 20 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee mwk dagger +23/+18/+13 (1d4/19-20),

bite +17 (1d6 plus poison [DC 26 Fort {2 saves}; *freq.* 1 rd./6 rds.; *effect* 1d2 Str]) and

touch +18 (1d8+10 plus paralyzing touch [DC 26]) or

Melee bite +22 (1d6 plus poison [DC 26 Fort {2 saves}; *freq.* 1 rd./6 rds.; *effect* 1d2 Str]) and

touch +23 (1d8+10 plus paralyzing touch [DC 26])

Ranged Touch (30 ft.; 12/day) +12 (1d4+5 bludgeoning)

Atk Options Combat Reflexes, paralyzing touch, poison

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Wizard Spells Prepared (CL 15th; concentration +24 [+28 casting defensively or grappling]; ranged touch +20 [+22 ray]; Empower Spell, Extend Spell, Quicken Spell; arcane bond [*ring of protection*])

8th—*form of the dragon III*^T, *maze*, quickened *enervation*

7th—empowered *cone of cold*^E (DC 26), *ethereal jaunt*^T, *prismatic spray*^E (DC 28), quickened *fireball*^E (DC 24)

6th—*chain lightning*^E (2) (DC 27), *disintegrate*^T (DC 25), *globe of invulnerability*, quickened *spectral hand*

5th—*baleful polymorph*^T (DC 24), empowered *fireball*^E (DC 24), *hold monster* (DC 24), quickened *magic missile*^E (3), extended *stoneskin*

4th—*dimension door*, *enervation* (2), empowered *scorching ray*^E, extended *protection from energy*, extended *slow*^T (DC 22), *resilient sphere*^E (DC 25)

3rd—*dispel magic* (2), extended *false life*, *fly*^T (2), *lightning bolt*^E (DC 24), *vampiric touch*

2nd—*alter self*^T, *darkness*, extended *mage armor*, *ghoul touch* (DC 21), *glitterdust* (DC 21), *touch of idiocy* (2)

1st—*chill touch* (DC 20), *expeditious retreat*^T, *magic missile*^E (2), *shield*, *shocking grasp*^E (2), *unseen servant*

0 (at will)—*acid splash*, *mage hand*^T, *message*^T, *ray of frost*^E

Arcane School Spell-Like Abilities (CL 15th; concentration +24 [+28 casting defensively or when grappled])

At will—*change shape* (*beast shape III/elemental body II* [15 rounds/day])

Spell-Like Abilities (4th; concentration +10 [+14 casting defensively or grappling])

At will—*disguise self* (humanoid only; DC 17), *ventriloquism*

1/day—*blur*, *dominate person* (DC 21) *major image* (DC 19), *mass suggestion* (DC 22), *mirror image*, *suggestion* (DC 19), *teleport*

Combat Gear *potion of invisibility*, *scroll of displacement* (CL 18th), *scroll of teleport*

Abilities Str 10, Dex 30, Con —, Int 28, Wis 18, Cha 22

SQ physical enhancement (+4), rejuvenation

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Craft Wand^B, Dodge, Empower Spell, Extend Spell^B, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell^B, Scribe Scroll^B, Spell Focus (evocation), Toughness, Weapon Focus (touch)

Skills as above plus Disguise +14, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (planes) +32, Knowledge (religion) +32, Spellcraft +32, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common, Draconic, Giant, Infernal, Terran, Undercommon; telepathy 100 ft.

Gear as above plus *bag of holding* (type 1), *blessed book*, *cloak of resistance* +4, *elixir of hiding*, *elixir of vision* (2), *headband of vast intelligence* +4 [Fly, Stealth], *ring of mind shielding*, spell component pouch, components for four castings of *stoneskin*, pouch with 167 gp worth of mixed coins and gems

Spellbook as above (divination, illusion) plus GM determined

ANCIENT GREEN DRAGON LICH

CR 19 (XP 204,800)

Scales the colour of emeralds armour this ferocious dragon. A single sharp horn protrudes from the end of its toothy snout.

Female ancient green dragon lich
LE Gargantuan undead (air)

Init +8; **Senses** dragon senses; Perception +45, Sense Motive +22
Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.; trackless step, woodland stride; **ACP** 0; Acrobatics +2 (+6 jumping), Fly +14, Stealth +24 (camouflage), Swim +43

Camouflage (Ex) The dragon can hide in any sort of natural terrain, even if it does not grant cover or concealment.

Trackless Step (Ex) The dragon does not leave a trail in natural surroundings and cannot be tracked (unless it chooses).

Woodland Stride (Ex) The dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

AC 39, touch 8, flat-footed 37; **CMD** 54 (58 vs. trip) (+2 Dex, +31 natural, -4 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid, cold, electricity

Fort +23, **Ref** +17, **Will** +23 (+27 vs. channelling); **SR** 30
hp 287 (23 HD); **DR** bludgeoning and magic/15

Space 20 ft.; fear aura (60 ft.), frightful presence (300 ft.); **Base Atk** +23; **CMB** +42 (+44 sunder)

Fear Aura (Su) Creatures with less than 5 HD must make a DC 29 Will save or become frightened. Creatures with more than 5 HD must make a DC 29 Will save or be shaken for 23 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Frightful Presence (Ex) Creatures within 300 ft. with fewer than 22 HD are shaken (or panicked if it has 4 HD or fewer; DC 29 Will negates) for 5d6 rounds if they see the dragon charge or attack. A creature making its save is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee +2 *bite* (Power Attack [-6/+18]; reach 20 ft.) +33 (4d6+19/19–20),
+2 *claws* (Power Attack [-6/+12]; reach 15 ft.) +33 (2d8+13/19–20),
+2 *wings* (Power Attack [-6/+6]; reach 15 ft.) +31 (2d6+7),
+2 *tail slap* (Power Attack [-6/+6]; reach 15 ft.) +31 (2d8+19) and
+2 *touch* +31 (1d8+13 plus paralyzing touch [DC 29])

Atk Options Bleeding Critical, Flyby Attack, Great Cleave, Improved Sunder, paralyzing touch, crush, tail sweep

Crush (Ex [standard]) If flying or jumping, the dragon can land on Medium or smaller foes. It affects as many creatures as fit

into its space. Creatures in the area are pinned (DC 29 Reflex negates) and take 4d6+18 bludgeoning damage in the next round unless the dragon moves (or they escape). It can maintain the pin with a combat manoeuvre check. Pinned foes take crush damage every round.

Paralysing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Tail Sweep (Ex [standard]) All Small or smaller targets in a 30 ft. radius half-circle take 2d6+19 damage (DC 29 Reflex halves).

Special Attacks breath weapon (60 ft. cone, DC 29, 20d6 acid), miasma

Miasma (Su [standard]) The dragon can use its breath weapon to create a 20 ft. radius acid cloud. The cloud moves with the dragon. When it's created, anyone inside the cloud takes 10d6 acid damage (DC 29 Reflex halves). The number of damage dice rolled halves each round until the result is less than 1d6. Any creature that starts its turn inside the cloud takes damage (Reflex halves). A strong wind, such as a *gust of wind*, disperses the cloud in 1 round.

Sorcerer Spells Known (CL 13th; concentration +21; ranged touch +21)

6th (5/day)—*disintegrate* (DC 24), *true seeing*
5th (7/day)—*polymorph*, *summon monster V*, *teleport*
4th (8/day)—*dimension door*, *ice storm*, *scrying* (DC 22), *stoneskin*
3rd (8/day)—*dispel magic*, *displacement*, *fireball* (DC 21), *haste*
2nd (8/day)—*alter self*, *detect thoughts* (DC 20), *locate object*, *mirror image*, *see invisibility*
1st (8/day)—*mage armour*, *magic missile*, *shield*, *silent image* (DC 19), *ventriloquism* (DC 19)
0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

Spell-Like Abilities (CL 23rd; concentration +31)

At will—*charm person* (DC 19), *dominate person* (DC 21), *entangle* (DC 19), *plant growth*, *suggestion* (DC 21)

Abilities Str 35, Dex 14, Con —, Int 26, Wis 24, Cha 26

SQ rejuvenation, water breathing

Feats Alertness, Bleeding Critical, Cleave, Craft Wondrous Item, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite, claw), Improved Sunder, Multiattack, Power Attack

Skills as above plus Knowledge (arcana) +34, Knowledge (dungeoneering) +31, Knowledge (geography) +31, Knowledge (local) +31, Knowledge (nature) +31, Knowledge (nobility) +31, Knowledge (planes) +31, Spellcraft +34, Survival +30, Use Magic Device +31

Languages Aquan, Auran, Common, Draconic, Elven, Giant, Goblin, Sylvan, Undercommon

Gear *amulet of mighty fists* +2, *belt of incredible dexterity* +6, *headband of mental prowess* +4 (Int, Cha; Knowledge [geography, nobility]), material components for four castings of *stoneskin* (in pouch), 61,999 GP worth of coins, art objects, gems, and jewellery (in lair)

ELF WIZARD LICH CR 19 (XP 204,800)

This slender humanoid skeleton wears robes of black and green. The smell of death and spell components hangs heavily around it.

Male elf lich wizard (diviner) 18

NE Medium undead

Init +19, forewarned; **Senses** darkvision 60 ft., permanent *arcane sight*, permanent *see invisibility*; Perception +24, Sense Motive +22

Forewarned (Su) The elf can always act in the surprise round even if he fails to make a Perception roll to notice a foe, but is still considered flat-footed until he takes an action.

Speed 30 ft.; **ACP** 0; Fly +27, Stealth +17

AC 23, touch 18, flat-footed 20; **CMD** 26

(+2 deflection [*ring of protection* +2], +6 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +13, **Ref** +16, **Will** +17 (+21 vs. channelling); +2 enchantment

hp 157 (172 with *false life*) (18 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +9; **CMB** +10

Fear Aura (Su) Creatures with less than 5 HD must make a DC 22 Will save or become frightened. Creatures with more than 5 HD must make a DC 22 Will save or be shaken for 18 rounds.

A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee Touch touch +15 (1d8+9 plus paralyzing touch [DC 22])

Atk Options Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Actions diviner's fortune

Diviner's Fortune (Sp [standard; 12/day]) With a touch, the lich grants a +9 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Wizard Spells Prepared (CL 18th; concentration +27 [+31 casting defensively or grappling]; ranged touch +15 [+16 ray]; Heighten Spell, arcane bond [*ring of protection*])

9th—*foresight*^D, *gate* (2)

8th—*horrid wilting*^N (DC 29), *maze*, *mind blank*, *moment of prescience*^D

7th—*finger of death*^N (2; DC 28), *greater arcane sight*^D, *greater teleport*

6th—*disintegrate* (2; DC 25), *greater dispel magic* (2), *true seeing*^D

5th—heightened *bestow curse*^N (4; DC 26), *telepathic bond*^D, *teleport*

4th—*arcane eye*^D, *enervation*^N (3), *greater invisibility* (2)

3rd—*displacement* (2), *fly*, *haste* (2), *tongues*^D

2nd—*bull's strength*, *eagle's splendour*, *invisibility* (2), *levitate*, *see invisibility*^D

1st—*expeditious retreat* (2), *mage armour* (2), *shield* (2), *true strike*^D

0 (at will)—*detect magic*, *ghost sound* (DC 19), *message*, *read magic*

Combat Gear *scroll of displacement* (CL 18), *scroll of teleport*

Abilities Str 10, Dex 22, Con —, Int 28, Wis 14, Cha 16

SQ rejuvenation, scrying adept

Feats Combat Casting, Combat Reflexes, Craft Construct, Craft Magic Arms and Armour^B, Craft Wondrous Item^B, Heighten Spell^B, Greater Spell Focus (necromancy), Improved Initiative, Scribe Scroll^B, Spell Focus (necromancy), Toughness, Weapon Focus (ray), Weapon Finesse

Skills as above plus Appraise +30, Craft (bows) +30, Craft (sculptures) +30, Craft (weapons) +30, Knowledge (arcana) +30, Knowledge (nobility) +30, Knowledge (nature) +30, Knowledge (planes) +30, Spellcraft +30

Languages Celestial, Common, Draconic, Elven, Gnome, Goblin, Orc, Sylvan, Terran, Undercommon; permanent *tongues*

Gear as above plus *belt of incredible dexterity* +6, *cloak of resistance* +4, *hat of disguise*, *headband of vast intelligence* +6 (Craft [bows, sculptures, weapons]), spell component pouch, components for two castings of *gate*, *stoneskin* and *true seeing*, gems worth 4,000 gp (payment for *gated* creatures), pouch with 167 gp worth of mixed coins and gems

Spellbook as above (enchantment, evocation) and *mage's private sanctum* and *permanency*, plus GM determined

HUMAN BARD LICH CR 19 (XP 204,800)

This mouldering human corpse wears a fine mithral shirt and carries an ornate flute. Badly applied makeup has been daubed over the areas of worst corruption.

Female human lich bard (unliving) 18

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +31, Sense Motive +13 (+30 if using oratory)

Speed 30 ft.; **ACP** 0; Acrobatics +8 (+30 if dancing), Fly +8 (+30 if dancing), Stealth +16

AC 27, touch 15, flat-footed 22; **CMD** 28

(+7 armour [+3 *mithral shirt*], +5 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +17, **Ref** +18, **Will** +17 (+21. vs. channelling); +4 vs. bardic performance, sonic, and language-dependant effects

hp 260 (18 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +13; **CMB** +13

Fear Aura (Su) Creatures with less than 5 HD must make a DC 28 Will save or become frightened. Creatures with more than 5 HD must make a DC 28 Will save or be shaken for 18 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +3 *agile rapier* (Power Attack [-4/+8]) +22/+17/+12 (1d6+8/18-20) and

touch +13 (1d8+9 plus paralyzing touch [DC 28]) or

Melee Touch touch +18 (1d8+9 plus paralyzing touch [DC 28])

Atk Options Arcane Strike (+4), Combat Reflexes, paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks bardic performance (47 rounds, swift action; countersong, distraction, fascinate [DC 29], frightening tune (DC 28), inspire courage +4, inspire competence +5, inspire greatness, inspire heroics, *mass suggestion* [DC 29], soothing performance, *suggestion* [DC 29], dirge of doom)

Bardic Performance (Su) The following bardic performances enhance only undead creatures, but even mindless ones benefit: *inspire courage*, *inspire competence*, *inspire greatness*, and *inspire heroics*. Creatures of other types are not affected by an unliving bard's inspiring performances.

Bard Spells Known (CL 18th; concentration +27 [+31 casting defensively or grappling]; ranged touch +18; Extend Spell, thanatonic spells)

6th (4/day)—*brilliant inspiration*, *geas/quest*^E, *mass charm monster*^E (DC 27), *project image* (DC 25)

5th (5/day)—*dream*, *greater dispel magic*, *greater heroism*^E, *ki shout* (DC 24), *mirage arcana* (DC 24)

4th (7/day)—*animate dead*, *enervation*, *freedom of movement*, *greater invisibility*, *inflict critical wounds* (DC 23), *legend lore*, *modify memory*^E (DC 25)

3rd (7/day)—*confusion*^E (DC 24), *displacement*, *glibness*, *good hope*^E, *haste*, *inflict serious wounds* (DC 22)

2nd (7/day)—*command undead* (DC 21 for intelligent undead), *darkness*, *desecrate*, *fox's cunning*, *heroism*^E, *invisibility*, *mirror image*

1st (7/day)—*alarm*, *expeditious retreat*, *identify*, *grease* (DC 20), *undetectable alignment*, *unseen servant*

0 (at will)—*bleed* (DC 19), *detect magic*, *ghost sound* (DC 19), *message*, *read magic*, *touch of fatigue* (DC 19)

Thanatonic Spells (Su) Mind-affecting spells, or spells that normally affect living creatures only, which have beneficial qualities to the recipient benefit undead creatures when cast by an unliving bard. However, spells which provide combat bonuses (ie. "buff spells") do not work on living creatures when cast by an unliving bard.

Combat Gear *potion of barkskin* +5 (CL 12), *potions of shield of faith* +4 (2; CL 12)

Abilities Str 10, Dex 20, Con —, Int 16, Wis 14, Cha 28

SQ bardic knowledge (+9), jack-of-all-trades, lore master (3/day), rejuvenation, versatile performance (act, dance, oratory, sing, wind), well-versed

Feats Arcane Strike^B, Combat Casting, Combat Reflexes, Craft Wondrous Item, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Power Attack, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (rapier)

Skills as above plus Bluff +12 (+30 if acting), Diplomacy +12 (+30 if using oratory), Disguise +12 (+30 if acting), Knowledge (arcana) +30, Knowledge (dungeoneering) +20, Knowledge (engineering) +20, Knowledge (geography) +30, Knowledge (history) +20, Knowledge (local) +30, Knowledge (nature) +20, Knowledge (nobility) +30, Knowledge (planes) +20, Knowledge (religion) +20, Perform (act) +30, Perform (dance) +30, Perform (oratory) +30, Spellcraft +24

Languages Abyssal, Common, Draconic, Infernal

Gear as above plus *belt of incredible dexterity* +6, *cloak of resistance* +2, *hat of disguise*, *headband of alluring charisma* +6, spell component pouch, components for four castings of *desecrate* (worth 100 gp), pouch with 129 gp worth of mixed coin

HUMAN RANGER LICH CR 19 (XP 204,800)*This skeleton wears a fine breastplate and carries a long glaive.*

Male human lich ranger (unliving) 18

NE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +31, Sense Motive +22**Speed** 30 ft.; woodland stride; **ACP** 0; Fly + 16, Stealth +33 (camouflage, hide in sight)**Camouflage (Ex)** The ranger can hide in any sort of natural terrain, even if it does not grant cover or concealment.**Hide in Plain Sight (Ex)** In his favoured terrain, the ranger can hide even while being observed.**Woodland Stride (Ex)** The dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.**AC** 29, touch 16, flat-footed 25; **CMD** 40 (+8 armour [+3 mithral breastplate], +2 deflection [ring of deflection +2], +4 Dex, +5 natural)**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity**Fort** +20, **Ref** +18 (improved evasion), **Will** +11 (+15 vs. channelling)**hp** 229 (18 HD); **DR** bludgeoning and magic/15**Space** 5 ft.; fear aura (60 ft.); **Base Atk** +18; **CMB** +26**Fear Aura (Su)** Creatures with less than 5 HD must make a DC 25 Will save or become frightened. Creatures with more than 5 HD must make a DC 25 Will save or be shaken for 18 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.**Melee** +1 *adamantine human bane glaive* (Power Attack [-5/+15]) +27/+22/+17/+12 (1d10+13/x3) and touch +21 (1d8+9 plus paralyzing touch [DC 25]) or**Melee Touch** touch +26 (1d8+9 plus paralyzing touch [DC 25])**Ranged** +1 *human bane composite longbow* (range 110 ft.; Deadly Aim [-5/+10], Rapid Shot, Manyshot) +23/+18/+13/+8 (1d8+9/x3)**Atk Options** Combat Reflexes, favoured enemy (humans [+8], aberrations [+2], animals [+2], dwarves [+2]), hunter's bond (3 rounds), paralyzing touch, touch of rage**Paralyzing Touch (Su)** A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.**Touch of Rage (Sp [standard; 9/day])** The ranger can touch a creature to give it a +9 morale bonus on attack rolls, damage rolls and Will saving throws for 1 round.**Special Attacks** power of giants**Power of Giants (Sp [standard])** The ranger grows to Large size. He gains a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Charisma and a +4 natural armour bonus. He may return to normal size as a standard action. The ranger may remain in this size for up to 18

minutes per day; this duration does not need to be consecutive, but it must be used in 1 minute increments.

Ranger Spells Prepared (CL 15th; concentration +17)4th—*freedom of movement, nondetection* (DC 16)3rd—*command plants* (DC 15), *deeper darkness*2nd—*barkskin, cat's grace* (2), *protection from energy*1st—*alarm, endure elements, jump, longstrider, pass without trace***Combat Gear** arrows (40), *potions of fly* (3), *potions of haste* (3), *wand of instant enemy* (CL 7; 15 chgs.), *wand of terrain bond* (CL 10th; 15 chgs.)**Abilities** Str 26, Dex 18, Con —, Int 12, Wis 14, Cha 22**SQ** combat style (archery), favoured terrain (mountain [+8], forest [+2], urban [+2], underground [+2]), quarry, rejuvenation, strength of the beast, track (+9), wild empathy (+25)**Feats** Combat Reflexes, Craft Wondrous Item, Deadly Aim, Eldritch Heritage (orc), Endurance^B, Greater Eldritch Heritage (orc), Improved Initiative, Improved Eldritch Heritage (orc), Far Shot, Improved Precise Shot^B, Manyshot^B, Point Blank Shot^B, Power Attack, Precise Shot^B, Rapid Shot^B, Skill Focus (Survival)^B**Skills** as above plus Bluff +6, Heal + 14, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (geography) +22, Knowledge (nature) +13, Spellcraft + 13, Survival +29 (+38 tracking; swift tracker)**Languages** Common, Orc**Gear** as above plus *belt of giant strength* +4, *cloak of resistance* +3, *hat of disguise, headband of alluring charisma* +6, spell component pouch, pouch with 259 gp in mixed coinage**In Large form, the ranger has the following altered stats:**

NE Large undead

Init +7

Fly + 15, Stealth +32

AC 31, touch 14, flat-footed 28; **CMD** 43 (+8 armour [+3 mithral breastplate], +2 deflection, +3 Dex, +9 natural, -1 size)**Fort** +22, **Ref** +17 (improved evasion)**hp** 265 (18 HD); **DR** bludgeoning and magic/15**Space** 10 ft.; fear aura (DC 27) **CMB** +30**Melee** +1 *adamantine human bane glaive* (reach 20 ft.; Power Attack [-5/+15]) +29/+24/+19/+14 (1d10+17/x3) and touch (reach 10 ft.) +23 (1d8+9 plus paralyzing touch [DC 27]) or**Melee Touch** touch (reach 10 ft.) +28 (1d8+9 plus paralyzing touch [DC 27])**Ranged** +1 *human bane composite longbow* (range 110 ft.; Deadly Aim [-5/+10], Rapid Shot, Manyshot) +21/+16/+11/+6 (1d8+9/x3)**Abilities** Str 32, Dex 16, Cha 26**FAVOURIED ENEMIES & FAVOURIED TERRAIN****Favoured Terrain Bonuses:** Add to Initiative checks and Knowledge (geography), Perception, Stealth and Survival checks.**Favoured Enemy Bonuses:** Add to Bluff, Knowledge, Perception, Sense Motive and Survival checks.

NYMPH DRUID LICH CR 20 (XP 307,200)

This delicate creature's beauty is marred by patches of black, rotting skin. In stark contrast it wears fine, almost transparent silken veils.

Nymph lich druid (unliving) 11

NE Medium undead

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +40, Sense Motive +40

Speed 30 ft., swim 20 ft.; **ACP** 0; Escape Artist +25, Fly +17, Stealth +36, Swim +11

AC 32, touch 27, flat-footed 26; **CMD** 28

(+11 deflection, +6 Dex, +5 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity; **Resist** fire 30

Fort +31, **Ref** +26 (evasion), **Will** +34 (+38 vs. channelling)

hp 309 (19 HD); **DR** bludgeoning and magic/15 and cold iron/10

Space 5 ft.; fear aura (60 ft.); **Base Atk** +12; **CMB** +18

Fear Aura (Su) Creatures with less than 5 HD must make a DC 30 Will save or become frightened. Creatures with more than 5 HD must make a DC 30 Will save or be shaken for 19 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *scimitar* (Power Attack [-3/+6]) +19/+14/+9 (1d6+1/18-20) and

touch +13 (1d8+9 plus paralyzing touch [DC 30]) or

Melee touch +18 (1d8+9 plus paralyzing touch [DC 30])

Ranged Touch storm burst (30 ft. range; 13/day) +13 (1d6+5 nonlethal plus -2 on attack rolls [1 round])

Atk Options paralyzing touch

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Actions blinding beauty, stunning glance, wild shape (4/day)

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must make a DC 25 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Stunning Glance (Su [standard]) A nymph can stun a creature within 30 feet with a look. The target must make a DC 25 Fortitude save or be stunned for 2d4 rounds.

Special Attacks lightning lord

Lightning Lord (Sp [standard]) The lich can call down up to 11 lightning bolts (as *call lightning* [DC 23 Reflex halves]) per day. It can call down as many bolts as it wants when it uses the ability but no creature can be targeted by more than one bolt and no two targets can be more than 30 ft. apart.

Druid Spells Prepared (CL 18th; concentration +28 [+32 casting defensively or grappling]; Weather; spontaneous casting

(*summon nature's ally* [only 1st-6th level spells]; Heighten Spell)

9th—*antipathy* (DC 29), *polar midnight* (DC 29), *storm of vengeance*^D (DC 29), *winds of vengeance* (DC 29)

8th—*blood mist* (DC 28), *stormbolts* (2; DC 28), *whirlwind*^D (DC 28), *word of recall*

7th—*control weather*^D, *harm* (2) (DC 27), *transmute metal to wood*, *true seeing*

6th—*antilife shell*, *control winds*^D (DC 26), *greater dispel magic* (2), *transport via plants* (2), *heightened spike stones* (DC 26)

5th—*baleful polymorph* (2; DC 25), *ice storm*^D, *inflict critical wounds* (2; DC 25), *stoneskin* (2)

4th—*air walk*, *flame strike* (3; DC 24), *freedom of movement*, *sleet storm*^D, *scrying* (DC 24)

3rd—*burrow*, *call lightning*^D (DC 23), *greater magic fang* (3), *protection from energy* (2)

2nd—*barkskin* (2), *cat's grace* (2), *fog cloud*^D, *warp wood* (3; DC 22)

1st—*entangle* (2; DC 21), *faerie fire* (2), *longstrider*, *obscuring mist*^D, *pass without trace*, *speak with animals*

0 (at will)—*detect magic*, *guidance*, *mending*, *read magic*

Spell-Like Abilities (CL 8th; concentration +19 [+23 casting defensively or grappling])

1/day—*dimension door*

Combat Gear *staff of illumination* (10 chgs.), *wand of sleet storm* (20 chgs.)

Abilities Str 10, Dex 23, Con —, Int 20, Wis 30, Cha 32

SQ inspiration, nature bond (domain), rejuvenation, unearthly grace, wild empathy (+37)

Feats Agile Manoeuvres, Combat Casting, Combat Reflexes, Craft Wondrous Item, Heighten Spell, Greater Spell Penetration, Natural Spell, Power Attack, Spell Penetration, Weapon Finesse

Skills as above plus Craft (alchemy) +28, Diplomacy +30, Handle Animal +22, Heal +21, Knowledge (nature) +29, Spellcraft +27, Survival +26

Languages Aklo, Common, Druidic, Elven, Sylvan

Gear as above plus *headband of inspiring wisdom* +6, *incense of meditation* (1 block), *ring of evasion*, *ring of greater fire resistance*, spell component pouch, components for two castings of *true seeing* and four castings of *true seeing*, silver mirror (focus for *scrying*), pouch with 179 gp worth of mixed coins and gems

ORACLE DEMILICH

CR 20 (XP 307,200)

Glittering jewels encrust this leering skull.

Awakened demilich

NE Tiny undead

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +28, Sense Motive +28

Speed 30 ft. (perfect; Flyby Attack); **ACP** 0; Fly +23, Stealth +24

AC 30, touch 26, flat-footed 26; **CMD** 25; Mobility (+3 Dex, +1 dodge [Dodge], +4 natural, +10 profane, +2 size)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), acid, cold, electricity, magic, polymorph; **Weaknesses** *vorpal susceptibility*

Immunity to Magic (Su) A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature:

- A *dispel evil* spell deals 2d6 damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 damage per two caster levels (maximum 10d6), with no saving throw.

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

Fort +25, **Ref** +20, **Will** +25 (+30 vs. channelling)

hp 267 (16 HD); **DR** —/20

Space 2-1/2 ft.; **Base Atk** +12; **CMB** +8

Special Attacks devour soul, telekinetic storm

Devour Soul (Su [standard]) Up to a range of 300 feet, a demilich can imprison a living creature's soul within one of 10 special gems embedded in its skull. If the target makes a DC 29 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can be crushed to release the soul within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume a trapped soul, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life.

Telekinetic Storm (Su [standard]) As a special use of *telekinesis*, a demilich can churn up its treasure, dust, bones and other loose debris into a whirling storm. The storm obscures vision as a *fog cloud* within a 20-foot spread centred on the demilich's skull. Creatures within the storm take 12d6

damage per round on the demilich's turn (Reflex DC 25 halves). The demilich can maintain the storm indefinitely by concentrating.

Oracle Spells Known (CL 16th; concentration +26 [+30 casting defensively or grappling]; ranged touch +17; Quicken Spell, Still Spell)

8th (4)—*greater spell immunity*, *mass inflict critical wounds* (DC 28), *reverse gravity*

7th (6)—*ethereal jaunt*, *insanity* (DC 27), *mass inflict serious wounds* (DC 27), *repulsion* (DC 27)

6th (8)—*greater dispel magic*, *harm* (DC 26), *mass inflict moderate wounds* (DC 26), *planar binding*, *word of recall*

5th (8)—*dispel good*, *feeblemind* (DC 25), *greater forbid action* (DC 25), *mass inflict light wounds* (DC 25), *rapid repair*, *wall of stone*

4th (8)—*black tentacles*, *blessing of fervour*, *dismissal* (DC 24), *inflict critical wounds* (DC 24), *sending*, *spell immunity*

3rd (8)—*animate dead*, *deeper darkness*, *inflict serious wounds* (DC 23), *protection from energy*, *speak with dead*, *tongues*

2nd (9)—*bull's strength*, *cat's grace*, *darkness*, *dust of twilight* (DC 22), *find traps*, *hold person* (DC 22), *inflict moderate wounds* (DC 22)

1st (9)—*divine favour*, *endure elements*, *entropic shield*, *inflict light wounds* (DC 21), *obscuring mist*, *sanctuary* (DC 21), *shield of faith*

0 (at will)—*bleed* (DC 20), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *stabilize*

Spell-Like Abilities (20th; concentration +30 [+34 casting defensively or grappling])

Constant—*true seeing*

At will—*greater bestow curse* (DC 26), *telekinesis* (DC 25), *wail of the banshee* (20-ft.-radius spread centred on the demilich; DC 29)

Greater Bestow Curse (Sp) As *bestow curse*, but with these effects: –12 to one ability score; –6 to two ability scores; –8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

Abilities Str 6, Dex 17, Con —, Int 21, Wis 20, Cha 30

SQ rejuvenation, unholy grace

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a DC 26 caster level check, the demilich is permanently destroyed.

Unholy Grace (Su) The demilich gains a +10 bonus on saves and a profane bonus to AC.

Feats Alertness, Defensive Combat Training, Dodge, Eschew Materials^B, Flyby Attack^B, Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell, Still Spell^B, Toughness

Skills as above plus Bluff +25, Knowledge (arcana) +24, Knowledge (dungeoneering) +20, Knowledge (history) +17, Knowledge (planes) +17, Knowledge (religion) +20, Spellcraft +24

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

Gear *headband of alluring charisma* +6 (with unholy symbol), chest with 17,998 gp worth of mixed coins and gems.

Note: While a lich, it used a *tome of leadership and influence* +4

OLD RED DRAGON LICH CR 20 (XP 307,200)

A crown of cruel horns surrounds the head of this mighty dragon.

Thick scales the colour of molten rock cover its long body.

Male old red dragon lich sorcerer (destined) 2

CE Gargantuan undead (fire)

Init +8; **Senses** dragon senses, smoke vision; Perception +40, Sense Motive +40

Dragon Senses (Ex) Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Smoke Vision (Ex) The dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Speed 40 ft., fly 250 ft. (clumsy; Hover); **ACP** 0; Fly +15, Stealth +25

AC 37, touch 10, flat-footed 33; **CMD** 56 (60 vs. trip)

(-4 size, +4 Dex, +27 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, fire, electricity

Fort +23, **Ref** +19 (Improved Lightning Reflexes), **Will** +23 (+27 vs. channelling); **SR** 31

hp 350 (24 HD); **DR** bludgeoning and magic/15

Space 20 ft.; fear aura (60 ft.), fire aura, frightful presence (240 ft.); **Base Atk** +23; **CMB** +42

Fear Aura (Su) Creatures with less than 5 HD must make a DC 32 Will save or become frightened. Creatures with more than 5 HD must make a DC 32 Will save or be shaken for 24 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Fire Aura (Su) All creatures within 10 feet take 1d6 points of fire damage at the beginning of the dragon's turn.

Frightful Presence (Ex) Creatures within 240 ft. with fewer than 24 HD are shaken (or panicked if it has 4 HD or fewer; DC 31 Will negates) for 5d6 rounds if they see the dragon charge or attack. A creature making its save is immune to this frightful presence for 24 hours. This is a mind-affecting fear effect.

Melee +1 *bite* (Power Attack [-6/+18]; reach 20 ft.) +35 (4d6+23/19–20),

2 +1 *claws* (Power Attack [-6/+12]; reach 15 ft.) +35 (2d8+16/19–20),

2 +1 *wings* (Power Attack [-6/+6]; reach 15 ft.) +33 (2d6+8),

+1 *tail slap* (Power Attack -6, +6; reach 15 ft.) +33 (2d8+23) and

+1 *touch* +33 (1d8+13 plus paralyzing touch [DC 32])

Atk Options Staggering Critical, Stunning Critical, crush, paralyzing touch, tail sweep

Crush (Ex [standard]) If flying or jumping, the dragon can land on Medium or smaller foes. It affects as many creatures as fit into its space. Creatures in the area are pinned (DC 31 Reflex negates) and take 4d6+22 bludgeoning damage in the next round unless the dragon moves (or they escape). It can maintain the pin with a combat manoeuvre check. Pinned foes take crush damage every round.

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears

dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Tail Sweep (Ex [standard]) All Small or smaller targets in a 30 ft. radius half-circle take 2d6+22 damage (DC 31 Reflex halves).

Special Attacks breath weapon (60 ft. cone, DC 31, 16d10 fire), manipulate flames, touch of destiny (10/day, +1)

Touch of Destiny (Su [standard; 10/day]) At a touch the dragon gives a +1 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Manipulate Flames (Su [standard]) The dragon can control any fire spell within 80 feet. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including cancelling the spell if it so desires.

Sorcerer Spells Known (CL 13th; concentration +23; ranged touch +23; Quicken Spell, bloodline arcana)

6th (6/day)—*antimagic field*, *greater dispel magic*

5th (8/day)—*telekinesis* (DC 25), *teleport*, *wall of force*

4th (8/day)—*fear* (DC 24), *fire shield*, *greater invisibility*, *stoneskin*

3rd (8/day)—*dispel magic*, *displacement*, *haste*, *tongues*

2nd (9/day)—*alter self*, *detect thoughts* (DC 22), *misdirection* (DC 22), *resist energy*, *see invisibility*

1st (9/day)—*alarm*, *grease* (DC 21), *mage armour*, *magic missile*, *shield*, *true strike*

0 (at will)—*arcane mark*, *bleed* (DC 20), *disrupt undead*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

Bloodline Arcana (Su) Whenever the dragon casts a spell with a range of “personal,” it gains a luck bonus equal to the spell's level on all its saving throws for 1 round.

Spell-Like Abilities (CL 24th; concentration +34)

At will—*detect magic*, *pyrotechnics* (DC 22), *suggestion* (DC 23), *wall of fire*

Abilities Str 41, Dex 18, Con —, Int 22, Wis 24, Cha 30

SQ rejuvenation

Feats Craft Wondrous Item, Critical Focus, Eschew Materials, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Stunning Critical

Skills as above plus Appraise +28, Bluff +32, Diplomacy +32, Intimidate +35, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (nobility) +20, Spellcraft +31

Languages Abyssal, Common, Draconic, Dwarven, Giant, Ignan, Orc

Gear *amulet of mighty fists* +1, *belt of physical might* (Str, Dex) +6, *headband of alluring charisma* +6, *portable hole*, material components for four castings of *stoneskin* (in pouch), 48,999 GP worth of coins, art objects, gems, and jewellery (in *portable hole*)

SERPENTFOLK CLERIC LICH CR 20 (XP 307,200)

This serpentine humanoid has bright scaly skin, a long sinuous tail, and a fanged serpent's head. Its black eyes glitter with malevolence.

Male advanced serpentfolk lich cleric 17

NE Medium undead

Init +14; **Senses** darkvision 60 ft., scent; Perception +43, Sense Motive +43

Speed 30 ft.; **ACP** 0; Acrobatics +15, Fly +13, Escape Artist +28, Stealth +21

AC 30, touch 18, flat-footed 23; **CMD** 37

(+3 armour [*bracers of armour* +3], +1 deflection [*ring of protection* +1], +7 Dex, +6 natural, +3 shield [+1 *heavy mithral*])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, electricity

Fort +20, **Ref** +22, **Will** +27 (+31 vs. channelling); **SR** 32

hp 273 (22 HD); **DR** bludgeoning and magic/15

Space 5 ft.; fear aura (60 ft.); **Base Atk** +17; **CMB** +17

Fear Aura (Su) Creatures with less than 5 HD must make a DC 26 Will save or become frightened. Creatures with more than 5 HD must make a DC 26 Will save or be shaken for 22 rounds. A creature making the saving throw cannot be affected by this aura for 24 hours. This is a mind-affecting fear effect.

Melee +1 *agile rapier* (Power Attack [-4/+8]) +28/+23/+18 (1d6+11/18-20), bite (Power Attack [-4/+4]) +22 (1d6 plus poison [DC 26 Fort {2 saves}; *freq.* 1 rd./6 rds.; *effect* 1d2 Str]) and touch +22 (1d8+11 plus paralyzing touch [DC 26]) or

Melee bite (Power Attack -4, +8) +27 (1d6 plus poison) and touch attack +25 (1d8+11 plus paralyzing touch [DC 26]) or

Melee Touch touch of evil (13/day) +14 (sickened [8 rounds])

Ranged hand of the acolyte (13/day; range 30 ft.) +28 (1d6+11/18-20)

Atk Options Combat Reflexes, paralyzing touch, poison

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks channel negative energy (9/day, 9d6, DC 24; Selective Channelling), dispelling touch, scythe of evil

Scythe of Evil (Su [standard; 3/day]) The weapon touched gains the *unholy* special weapon quality for 8 rounds.

Special Attacks channel negative energy (9/day, 7d6, DC 22 [Selective Channelling]), dispelling touch

Dispelling Touch (Sp [standard; 3/day]) The lich uses a melee touch attack (+22) as a targeted *dispel magic*.

Cleric Spells Prepared (CL 17th; concentration +27 [+31 casting defensively or grappling]; Evil, Magic; ranged touch +27; Heighten Spell, Quicken Spell)

9th—*energy drain* (DC 29), *gate*, *mage's disjunction*^D (DC 29)

8th—*greater spell immunity*, *stormbolts* (DC 28), *protection from spells*^D, *unholy aura* (DC28)

7th—*greater scrying* (DC 27), *heightened sanctuary* (DC 27), *quicken magic vestment*, *repulsion* (DC 27), *spell turning*^D

6th—*blade barrier* (DC 26), *create undead*^D, *greater dispel magic*, *harm* (2, DC 26), *quicken eagle's splendour*, *quicken spiritual hammer*

5th—*dispel good*^D, *flame strike* (2, DC 25), *greater command* (DC 25), *quicken shield of faith*, *righteous might*, *true seeing*

4th—*chaos hammer* (DC 24), *divine power* (2), *freedom of movement* (2), *greater magic weapon*, *unholy blight*^D (DC 24)

3rd—*dispel magic*, *invisibility purge*, *magic circle against good*^D, *magic vestment*, *protection from energy* (2), *wind wall*

2nd—*bull's strength*, *eagle's splendour* (2), *enthrall* (DC 22), *hold person* (DC 20), *magic mouth*^D, *silence* (2, DC 22)

1st—*comprehend languages*, *divine favour* (2), *identify*^D, *sanctuary* (2, DC 21), *shield of faith* (2)

0 (at will)—*bleed* (DC 20), *detect magic*, *guidance*, *read magic*

Spell-Like Abilities (4th; concentration +10 [+14 casting defensively or when grappled])

At will—*disguise self* (humanoid only; DC 17), *ventriloquism*

1/day—*blur*, *dominate person* (DC 21) *major image* (DC 19), *mass suggestion* (DC 22), *mirror image*, *suggestion* (DC 19), *teleport*

Combat Gear *oil of greater magic fang* +4 (CL 16), *potion of invisibility*, *scroll of barkskin* +5 (CL 16, 2), *scroll of displacement* (CL 15) *scroll of greater invisibility* (CL 15, 2)

Abilities Str 10, Dex 24, Con —, Int 24, Wis 30, Cha 22

SQ aura of evil (overwhelming), rejuvenation

Feats Combat Casting, Combat Reflexes, Craft Wondrous Item, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (rapier), Power Attack, Quicken Spell, Selective Channelling, Toughness, Weapon Finesse

Skills as above plus Disguise +14, Knowledge (arcana) +22, Knowledge (engineering) +32, Knowledge (geography) +32, Knowledge (planes) +32, Knowledge (religion) +32, Spellcraft +32, Use Magic Device +32

Languages Aklo, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.

Gear as above plus *belt of incredible dexterity* +6, *cloak of resistance* +3, *elixir of hiding* (2), *elixir of tumbling*, *elixir of vision* (2), *headband of inspiring wisdom* +6 and *vast intelligence* +4 (Knowledge [engineering, geography]), *incense of meditation* (1 block), *ring of mind shielding*, spell component pouch, components for one casting of gate (plus 2,000 gp worth of gems), unholy symbol, pouch with 54 gp worth of mixed coins

SUCCUBUS SORCERER LICH CR 20 (XP 307,200)
Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

Succubus lich sorcerer (arcane) 15

CE Medium undead (chaotic, demon, evil, extraplanar)

Init +13; **Senses** darkvision 60 ft., *detect good*; Perception +46, Sense Motive +36

Speed 30 ft., fly 50 ft. (average; Hover); **ACP** 0; Fly +35, Stealth +43

AC 26, touch 19, flat-footed 17; **CMD** 37 (+9 Dex, +7 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), cold, fire, electricity; **Resist** acid 10

Fort +23, **Ref** +24 (evasion), **Will** +23 (+27 vs. channelling); **SR** 31 **hp** 382 (23 HD); **DR** bludgeoning and magic/15 and cold iron or good/10

Space 5 ft.; fear aura (DC 33); **Base Atk** +15; **CMB** +21

Melee 2 +1 *agile claws* +26 (1d6+10/19–20) and +1 *agile touch* +20 (1d8+13 plus paralyzing touch [DC 33]) or

Melee Touch +1 *agile touch* +25 (1d8+12 plus paralyzing touch [DC 33])

Atk Options Combat Reflexes, energy drain, paralyzing touch (DC 33)

Paralyzing Touch (Su) A living creature failing the saving throw to resist this power is permanently paralysed and appears dead. *Remove paralysis* or any affect able to remove curses can remove this effect. A DC 20 Perception check or a DC 15 Heal check reveals the subject is not dead.

Special Attacks change shape (*alter self*, Small or Medium humanoid), profane gift

Profane Gift (Su [full-round]) The lich can grant a profane gift to a willing humanoid by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of its choice. A profane gift enables the lich to communicate telepathically with the target across any distance (and he may use *suggestion* through it) and persists until removed by *dispel evil* or *dispel good*. The lich can remove the gift as a free action (which causes 2d6 Charisma drain to the victim, no save). A victim may not benefit from more than one profane gift at a time.

Sorcerer Spells Known (CL 15th; concentration +27 [+31 casting defensively or grappling]; ranged touch +24; Extend Spell, Heighten Spell, Quicken Spell, Still Spell, arcane bond [ring], bloodline arcana, metamagic adept)

7th (6/day)—*mass hold person* (DC 33), *project image* (DC 29), *teleport without error*

6th (8/day)—*acid fog*, *greater dispel magic*, *geas/quest*, *mass suggestion* (DC 30), *true seeing*

5th (8/day)—*dominate person* (DC 31), *mind fog* (DC 31), *overland flight*, *telekinesis* (DC 27), *wall of force*

4th (9/day)—*confusion* (DC 30), *dimension door*, *dimensional anchor*, *greater invisibility*, *remove curse*, *scrying* (DC 26)

3rd (9/day)—*dispel magic*, *displacement*, *haste*, *magic circle against good*, *nondetection* (DC 25)

2nd (9/day)—*darkness*, *hideous laughter* (DC 28), *invisibility*, *locate object*, *touch of idiocy*, see *invisibility*

1st (9/day)—*alarm*, *expeditious retreat*, *identify*, *mage armour*, *protection from good*, *shield*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *ghost sound* (DC 22), *mage hand*, *mending*, *message*, *ray of frost*, *read magic*

Bloodline Arcana Whenever the demon applies a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Metamagic Adept (4/day) The lich can apply one metamagic spell it knows to a spell it is casting without increasing the casting time. This still expends a higher level spell slot.

Spell-Like Abilities (CL 12th; concentrate +24 [+28 casting defensively or grappling])

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 26), *detect thoughts* (DC 24), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 25), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 27), *summon* (level 3, 1 babau 50%)

Abilities Str 16, Dex 28, Con —, Int 24, Wis 18, Cha 34

SQ new arcana (*acid fog*, *dimensional anchor*), rejuvenation, school power (enchantment)

Feats Agile Manoeuvres, Combat Casting^B, Combat Reflexes, Craft Wondrous Item, Eschew Materials^B, Extend Spell, Greater Spell Focus (enchantment), Heighten Spell, Hover, Improved Initiative^B, Quicken Spell, Spell Focus (enchantment), Still Spell, Weapon Finesse, Weapon Focus (claws)

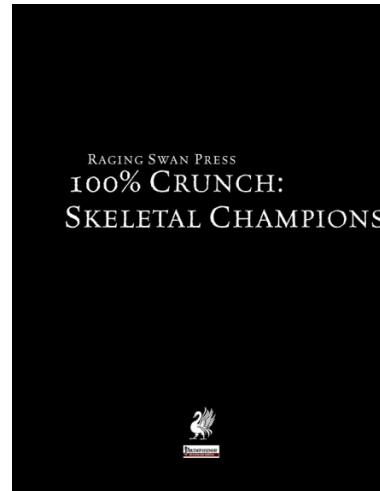
Skills as above plus Bluff +37, Diplomacy +38, Disguise +28, Escape Artist +14, Intimidate +26, Knowledge (arcana) +33, Knowledge (local) +33, Spellcraft +33

Languages Abyssal, Celestial, Common, Draconic, Undercommon; *tongues*, telepathy 100 ft.

Gear *amulet of mighty fists* (+1 *agile*), *bag of holding* (type IV), *belt of incredible dexterity* +6, *circlet of persuasion*, *cloak of resistance* +4, *headband of vast intelligence* [Knowledge (arcana), Spellcraft] +4, *ring of evasion*, material components for four castings of *nondetection* (in pouch), silver mirror (focus for *scrying*), 30,299 GP worth of coins, art objects, changes of clothing, gems [including a 1,000 gp value gem; focus for *magic jar*], and jewellery (in *bag*)

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