

ASTRAL LANTERN

An astral lantern is a relic of ancient times. Once known as a lantern archon during the cosmological period called the Great Wheel, the few that remain haunt the Astral Sea like fireflies, occasionally finding their way through color pools or portals into other planes.

An astral lantern appears as a floating ball of light. Some ritualists have learned to summon them as guardians or simply for research. It appears as though astral lanterns have no way to reproduce in the current cosmology, and thus their numbers are slowly dwindling.

Astral Lantern

Tiny immortal animate (blind)

Level 2 Artillery

XP 125

HP 25; **Bloodied** 12

AC 14; **Fortitude** 13; **Reflex** 16; **Will** 14

Speed fly 6 (hover); altitude limit 6

Resist 10 radiant

Initiative +5

Perception +3

Blindsight 20

TRAITS

Insubstantial

The astral lantern takes half damage from any damage source, except those that deal necrotic damage. In addition, if the lantern takes necrotic damage, it loses the insubstantial trait until the end of its next turn.

STANDARD ACTIONS

(rbasic) Beam of Light (radiant) * At Will

Attack: Range 20 (one creature); +7 vs. Reflex.

Hit: 1d12+5 radiant damage.

(ranged) Blinding Beam (radiant) * Recharge 5 6

Attack: Range 20 (one creature); +7 vs. Reflex.

Hit: 1d12+5 radiant damage and the target is blinded until the end of its next turn.

Str 2 **Dex** 18 **Wis** 14

Con 12 **Int** 15 **Cha** 14

Alignment good

Languages Supernal

Flitting Astral Lantern

Tiny immortal animate (blind)

Level 11 Minion Artillery

XP 150

HP 1; a missed attack never damages a minion

AC 23; **Fortitude** 21; **Reflex** 23; **Will** 21

Speed fly 6 (hover); altitude limit 6

Resist 10 radiant

Initiative +11

Perception +8

Blindsight 20

STANDARD ACTIONS

(rbasic) Beam of Light (radiant) * At Will

Attack: Range 20 (one creature); +16 vs. Reflex.

Hit: 12 radiant damage.

TRIGGERED ACTIONS

(close) Blinding Death (radiant) * Encounter

Trigger: The lantern falls to 0 hit points.

Attack (No Action): Close burst 2 (creatures in burst); +14 vs. Fortitude.

Hit: The target is blinded until the end of its next turn.

Str 2 **Dex** 21 **Wis** 17

Con 12 **Int** 15 **Cha** 14

Alignment good

Languages Supernal