

The Complete
Guide to



Liches



DAMNATI IN LUDIS

The Complete Guide to Liches

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Credits

WRITER: Michael Ferguson

COVER ARTIST: Jim Pavelec

INTERIOR ARTIST: Brad McDevitt

COPY EDITOR/GRAPHIC DESIGNER: Joseph Goodman

SPECIAL THANKS: Doug Cohen, Jonathan Day, John Geoghegan, Eric Mee, Rick Schmidt, and Rich Zeitler

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The banging on the gates grew louder and louder. Dharion Khryll, master of Castle Khryll and all its surrounding lands, ignored the noise. No doubt his ignorant serfs were trying to break into his ancestral home to destroy him. "Monster," they called him, since he had cheated death. "Lich lord," they whispered. And deep in the remnants of his heart, he knew that their whispers were right. But Dharion Khryll knew that becoming a lich had not made him an evil monster - magic could not make a man evil, surely they would understand that...

But he could not worry about the blood-crazed peasants. Not now, at any rate.

The undead lord of Castle Khryll turned his head toward his bedchamber. On the bed lay his dying wife Elisha, her living flesh nearly as withered away as his own undead skin. Her love for him was strong - so strong, in fact, that she had remained devoted to him even in his new state of undeath - and Dharion Khryll still loved her. He had managed to defy death to remain at her side. He had no intentions of losing his love to death now.

With a desiccated finger, the lich turned the pages of the spell book next to the bed, even as his dying wife struggled to breathe. The lich smiled a hideous smile as he reached a page labeled "The Philolich."

"Death shall not separate us. Instead, it will join us forever, my love," murmured Dharion Khryll...

Chapter I

Introduction

Origins and Physiology

Liches are powerful undead creatures - mortal wizards, warriors, and other beings of might that use the dark necromantic arts to make their spirits immortal. While their flesh and blood withers away, their magically altered life force allows them to exist, although this undead existence usually comes at a terrible cost.

This book offers a complete guide to the liches. It contains everything you need to role-play them in your campaign: social structure, cultural habits, combat strategies, and guidelines for creating liches and lich variants. While it is strongly recommended that player characters not be permitted to become liches, this book still contains information and gaming materials that can be used by both players and GMs. This book is not designed for any specific setting, and the information found within can be used in any campaign. You should find it relatively simple to use the information contained within this guide in just about whatever campaign world you use, whether it is a homebrewed campaign or a commercially purchased setting.

No one knows for certain how the first liches came to be. Sages say that the necromantic arts of lichdom came from failed sorcerous attempts to find immortality... or even godhood. To an extent, these dark spells provide the desired results - immense power and a nearly endless lifespan. But with the dark gift of lichdom come horrific consequences: a downward spiral into madness, the "death" of the lich's physical body, and a slow and steady conversion towards pure evil that cannot be stopped. Most sane academies of magic quickly abandoned the magical experimentation that created liches; even most necromancers stopped their studies involving such matters. In fact, most have destroyed all records regarding the secrets of lichdom, and to this day the secrets of becoming a lich are forbidden to most students of the arcane arts... but not all. For those who truly seek immortality in one form or another, becoming a lich represents an opportunity to live forever - and the secrets of lichdom, while difficult to find, are not impossible to learn, provided one is willing to pay the price.

Physically, liches vaguely resemble their form when they





were still living, breathing beings with an untainted soul. In fact, in the early stages of their undead existence, it may not be possible to tell that a lich is undead. The creation of a lich requires a willing, living subject - the dead cannot be transformed into lichs. And when that living subject becomes a lich, the process does not instantly turn the subject's physical body into a rotting, corpse-like shell. Although the lich's body dies a natural death, and the lich assumes a newly dead body of flesh and blood, its body is still "dead." It decays just like any dead body, even though the lich's body is still animated by necromantic magic, and a side effect of lichdom is that the flesh rots slower than it would ordinarily. A lich may be able to walk around for weeks, even months, before any living creature - even still-living friends and associates - begins to suspect the undead nature of the newly created lich. By that time, it may be more the diabolical behavior of the newly created lich that begins to betrays its true nature than the slowly rotting shell it inhabits as a body.

Liches tend to be limited in their living origins to the races of humans and elves, since they are the races possessing the most potential for magical power. However, nearly any intelligent demi-human or humanoid with enough skill in wizardry is capable of becoming a lich. (The race that does not easily fit this profile is that of dragonkind. A dragon can become a specialized lich known as a dracolich, which is detailed in Appendix 1.)

Once decay sets in, though, the appearance of all lichs invariably becomes the same. The physical form of the lich's mortal body rots and putrefies after the first 106 weeks of the new lich's creation, generating an intensely foul odor that becomes unbearable to all living creatures that come near the lich. (There is a 10 percent chance that the stench coming from a newly created lich's rotting form will be so terrible that a Fort save (DC 16) is required to be within 10 feet of that lich without losing 1d4 temporary points of Constitution. Leaving this area of decay immediately restores lost Constitution points.) This stench disappears after the first year of the lich's undead existence, possibly along with the creature's eyes, hair, and notable physical features. (Each eye, though, has a 5 percent chance of never rotting and remaining in the lich's skull.) If rotted away, the eyes are replaced with a reddish glow lurking within the eye sockets of the skull - vestiges of the necromantic forces that created the lich. Only a few strips of flesh remain upon the lich's skeletal frame, which always remains intact. While the newly created lich remains as intelligent and alert as it was in life, its physical appearance quickly deteriorates into that of a hideously rotting corpse.

In the short term, lichs deal with their physical decay in

one of two ways: denial or complete indifference. Those lichs that are indifferent are the ones who became lichs for reasons beyond simple immortality: a desire to continue their studies beyond their mortal lifespan, or to seek vengeance on an enemy who could not be defeated in life. To these lichs, immortality is a means to an end, rather than the end itself. They have grand purposes beyond an immortal existence, and luxuries such as physical appearance are trivial indeed.

However, to other lichs and lich sub-types - particularly those that were vain or selfish in life - the rotting of their physical form is unbearable. Many of the spells detailing the creation of lichs omit this simple fact of the process. A sorcerer becoming a lich may genuinely not be aware of the effects that the necromantic rituals may have upon their flesh. Some of these mortal individuals seeking to become lichs do realize that their flesh will rot away, leaving only the husk of an undead monster behind, but they think they'll be the exception to this ironclad rule, or they convince themselves that the decay will not matter. The dark arts of magic involved in maintaining the lich's undead existence slowly but surely cause the lich to go insane, and the shock and realization that their bodies are rotting away often speeds up the journey towards insanity. Liches with some sense of vanity will wear the same clothing - if not finer and more expensive clothing - that they wore in life to help them feel "alive," but the self-delusion does not necessarily end there. Wigs, glass eyes, heavy make-up, illusory spells, exotic perfumes - all of these things may be employed to maintain the fantasy that the lich's physical form is still fine and unchanged. These efforts are done just as much for the lich as for the few living creatures that the lich may still be interacting with. Liches obsessed with appearance may spend weeks on end convincing themselves that the immortality they sought by becoming a lich was perfect. These evil undead monsters want to believe that they are exactly as they were in life, and that they aren't "really" an undead creature, little more than an intelligent zombie...

As the many centuries of an undead existence pass slowly along, though, all lichs and lich sub-types become remarkably unconcerned with their hideous, deathly appearance. For those lichs that never cared about appearance anyway, nothing changes. For those lichs that were obsessed with appearance, though... their obsession never changes, but their mental stability sure does. Even without ordinary or magical enhancements, these lichs start to "see" themselves as they were in life. For that matter, they see all their surroundings as they were in life, regardless of what those surroundings have actually become. It's not uncommon to find a lich wandering through a ruined castle as though it were new, gazing fondly for hours at burned or

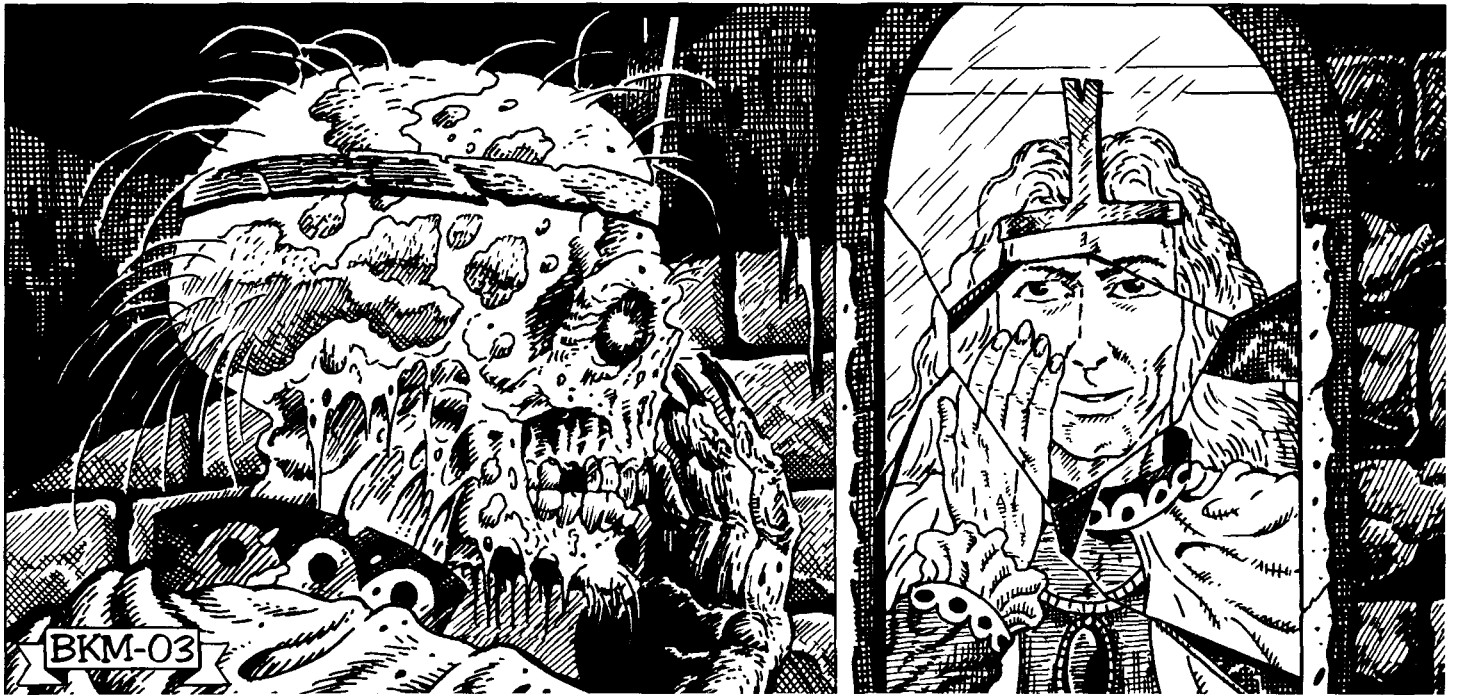




destroyed paintings, drinking nothing from rusted goblets as though they contained the finest wine, talking to inanimate skeletons as though they were living servants...

Eventually, the necromantic forces animating a lich wane. Even though a lich can survive for thousands of years in an undead state, lichdom never lives up to its false promises of true immortality. After centuries of festering, the evil magic maintaining the lich starts to break down the remnants of its body. These are the final moments of the lich, whose existence can be concluded in one of three ways. The first is that its mind finally fades into nothingness, along with the life force animating its body. These liches simply become dead, inanimate skeletons, indistinguishable from any other humanoid skeleton. The second possibility is that the lich's body breaks apart and shatters, turning it into little more than fine powder and a skull. In this state, the skull still houses the remaining fragments of the lich's still-living mind. With only its demented mind left intact, the lich finally reaches its ultimate state of purest evil - the demi-lich. The third and most rare possibility is when a piece of the lich becomes separated from its body as it degenerates into nothing. Such detached pieces retain certain evil, magical properties - a hand, perhaps, or maybe a withered eye. Such artifacts are further detailed in the Lich Magic section.

Liches are extremely rare creatures. Finding someone with the magical knowledge, skills, and willingness to attempt the hazardous process of becoming a lich is an extraordinary occurrence. Even rarer than the liches, though, are the lich variants - specialized offshoots of the undead lich creature. These offshoots include the semi-lich, the philolich, the novalich, the warlich, the dracolich, and the drowlich. Details of all these specific lich variants can be found in Appendix 1 and throughout this guide.





Chapter 2

Social Structure

Liches do not utilize the traditional social structures used by "ordinary" monsters. For one thing, the malevolent appearance and behavior of lichs and lich sub-types isolate them from the living. After all, what sane living creature would want to spend time with them? Furthermore, lichs tend not to deal with other lichs, mostly because of how rare they are, but also due to the fact that most lichs are arrogant creatures who view other undead - including vampires and other lichs - as inferior beings not worthy of their attentions. (The notable exception to this are lichs who interact with philoliches.)

How a particular lich interacts with other creatures (both living and undead) is typically related to why that individual chose to become a lich in the first place. A lich's purpose for choosing an undead existence often dictates whether or not that lich would want to deal with other creatures, as well as the extent as to which the undead monster would have such dealings. The three most common reasons that mortals choose to become a lich can be described as follows.

Power-Mad Liches

In their living incarnations, these lichs were very powerful figures, in one form or another. They may have been royalty, or military conquerors; they may have been influential sages or wizards; they may have even been fabulously wealthy merchants controlling the economies of empires. Whatever the reason, these individuals commanded power and authority, and they enjoyed this power. They find the thought of losing this power to death absolutely unbearable. To them, lichdom is really a tool for maintaining power and control for eternity. An example of such a lich would be a fighter/mage who spent several decades trying to conquer an enemy kingdom and finally succeeded... only to realize that he could only enjoy the spoils of conquest for perhaps a year or two. Such lichs have extensive contact with the living; in fact, these lichs would probably exist for quite a long time in complete denial regarding their undead state.

Creator Liches

The creator type of lich is generally limited to scholarly individuals, particularly wizards. In life, these individuals dedi-

cated themselves to a particular study or quest for knowledge that bordered on obsession. Examples of this might be years of study dedicated to opening a portal to a specific dimension, or to unlocking the secrets of how to transmute lead to gold - problems that typically have no solution. Regardless of this fanatical area of study, these individuals approach the end of their natural existence with the realization that they have vast amounts of research left should they wish to ever complete their studies... and a very short amount of time in which to do it. Lichdom is a way for them to borrow time and perhaps complete their impossible areas of study. Creator lichs keep to themselves, isolated from the rest of the world, so as to complete their research undisturbed - similar to the way they also probably behaved in life.

Revenge Liches

Revenge is perhaps the most foolish and dangerous reason to become a lich. The revenge lich is an individual who chooses to become an undead monster simply to exact revenge upon another. Revenge lichs realize that in life they may not be able to achieve revenge... or if they can, they may not be able to do so on the grand scale that they desire. Such is their feeling of hate for whomever they believe has wronged or betrayed them that they are willing to undergo the necromantic rituals required to become a lich. An example of this is a wizard-king forced to abdicate from his throne by a rebellious hero, and then sent into exile, with no hope of regaining his throne in his natural lifetime. As a lich, this type of individual will think nothing of plotting and planning for centuries to exact a perfect revenge from those creatures perceived to have wronged him. Often, when this revenge is taken, it is against the distant descendants of these creatures... and they may have no idea why the lich has chosen to wreak vengeance upon them. This never matters to a revenge-motivated lich, though, as their hate and desire for revenge can burn brightly for hundreds - if not thousands - of years. Revenge lichs may find it necessary to interact with a select few mortals in order to secure the various means needed for their vengeance, but tend to keep such contact brief; revenge lichs are generally paranoid and suspect treachery from all whom they contact.





Minions

Living creatures, understandably enough, try to have as little to do with liches as possible. Unfortunately, these same mortals may not always realize that they are dealing with a lich. Mortal servants of a recently created lich may not be aware of their master's new, undead nature... at least, not at first. They may suspect something to be horribly wrong with their master or mistress, but rarely does the transformation become obvious until it is too late. Worse, a servant of a newly created lich may realize what has happened... and may be unable to do anything about it. Who would the servant tell? And who would believe such a preposterous tale? An accusation of lichdom is something that can easily be fended off in the short term, if the accuser does not possess the most impeccable integrity imaginable, and it is far more likely that a scared servant making "wild" accusations might wind up on the wrong end of the chopping block...

For these reasons, liches can maintain extensive contacts with living creatures in the short term. It can even be done in the long term, provided the lich can keep its true character secret from the eyes of the world. A noble with a "mysterious illness" who always remains hidden behind closed chambers, and only speaks with a few trusted lieutenants - that "noble" lich might be able to rule a barony for decades without many knowing its undead nature. However, as the lich's body decays, and as its mind gradually descends into madness, its vile nature always becomes known to the rest of the world. Most sane mortals choose to flee from its evil presence, or attempt to destroy it. This leaves the older liches with only two sorts of mortals to interact with: greedy villains who seek something from the lich, be it treasure, magic, knowledge, or something else valuable in exchange for their services; and the mad servants of the lich, whose fanatical loyalty to their undead masters makes them incredibly valuable.

Servants of the Lich

In game terms, servants of the lich are zero- and 1st-level NPCs who have learned the true nature of a lich, but for some reason still remain blindly loyal to the evil monster. There are usually specific reasons for this loyalty; perhaps as a living being the lich once saved or spared the life of the servant, or maybe when alive the lich had always been a hero to the servant. In any

event, these living servants obey every order of their lich masters, without question, even if it means sacrificing their own lives. A true template is not needed to generate a servant of the lich; the only main difference between a servant and a normal zero- or 1st-level character is that servants are immune to fear-based magic.

Since finding a willing individual to be a servant of the lich is rare, though, within a few decades most liches abandon the idea of using living servants, and resort to more supernatural means. Since most liches were forced to become somewhat familiar with the necromantic arts in order to become a lich, they are also familiar with creating other undead creatures, such as zombies and skeletons. Those liches gifted with sorcerous talents may also create golems to do their bidding, or undead lichlings and lichwargs (see Appendix 1). Liches also occasionally form partnerships with vampires and vampire spawn; however, liches only enter into such partnerships if they believe that they can maintain the upper hand. They also want to be able to destroy their vampire's "allies" should the need arise. Liches resent vampires on general principle - they see vampires as animals that have not "earned" the right to be an immortal, undead existence, while they see themselves as mortals who properly earned their immortality.

The following table can be used to generate a list of typical minions for a lich. It is recommended that *droo* only be rolled once for a newly created lich, and two to three times for an established lich that is moderately to highly powerful.

Roll	Result
01-15	1d4 0-level mortal servants of the lich
16-30	2d8 skeletons of Medium-size or smaller
31-45	2d4 skeletons of Large size or greater
46-50	1d8 zombies of Large size or smaller
51-55	1d4 lichwargs
56-60	1d2 lichlings
61-65	1d2 flesh golems
66-70	1 iron golem
71-75	1 stone golem
76-85	1d3+1 vampires
86-95	1d4+4 vampire spawn
96-99	1 shield guardian
00	Roll twice more; reroll further rolls of 00





Chapter 3

Cultural Habits

Lich Profiles

The reasons for becoming a lich are fairly simple. A desire for immortality - or at least a semblance of it - is what sends most creatures towards becoming a sentient, powerful undead creature. The desires for power, knowledge, or revenge also play a part in this transformation, as immortality may allow creatures to achieve these other desires. However, desiring the immortality of lichdom and actually becoming a lich are two very separate things. Those who eventually become a lich or a lich sub-type usually meet a certain profile, one that should be considered when a GM sets out to create a lich NPC for a campaign.

A lich or lich sub-type must have power and wealth, or at least have access to someone who does. The expense in preparing for lichdom is quite considerable - the cost of a lich's phylactery alone is well over one hundred thousand gold pieces, and this is but a single item required for the creation of a lich. This should be considered for the simple reason that if the lich had wealth and treasure in life... will it have such treasures in its undead state? Or will it have sacrificed everything - including all its wealth - in order to become a lich? Answering this question should help establish the character of the lich NPC, as well as determine what sort of lair the lich still inhabits.

Magical skills are also (obviously) very important. But the levels of those magical skills help determine the ultimate power of the lich. While an 11th-level wizard is quite formidable, a 24th-level wizard is far, far more dangerous - especially one with the powers of a lich. The 11th-level wizard may have spent years upon years of intensive study dedicated simply to become a lich; the 24th-level wizard may have learned those same dark arts in a fraction of that time and may also be a specialist in other schools of magic. Also, some lich variants - such as the warlich and the philolich - may not possess any magical skills in life. What wizards would they choose to turn them into undead beings? And what price would be paid for such magic? Establishing these facts helps not only to determine how powerful a lich may be, but also how powerful - and how resourceful - the lich's allies are as well.

All liches are evil. But those who would become liches may

not necessarily be so. Despite all stories, legends, and evidence to the contrary, a good character may see a "good" reason for becoming a lich - and then take the essential steps to become one. In these special cases, these characters understand exactly what becoming a lich entails, and understand - to a certain extent - that the possibility exists that they may become an evil creature. However, they have managed to delude themselves that somehow they will be the one exception to history - they will somehow gain the immortality of lichdom without falling prey to the evil required to become a lich. For example, a paladin may find a reason to become a warlich, and be utterly convinced that her goodness and her faith will prevent her from becoming an evil monster. These good characters are always wrong. Becoming a lich requires the use of powerful, evil magic, and this magic always thoroughly corrupts those who would become a lich. Characters who become liches for good reasons always become evil liches... and their good reasons are corrupted as well. A noble paladin may decide to become a warlich to protect a city - but when transformed into an evil warlich, that paladin may decide that the best way to "protect" the city is to destroy all of the villages, towns, and farms surrounding it.

Lich Lairs

Liches do not necessarily have "lair" in the ways other monsters may have a lair. The places where liches lurk are frequently the same places that they inhabited in life. The main difference is that they fall apart and become run down - liches often forget small details that the living never would, such as how to properly maintain a keep or fortress.

The liches and lich-subtypes that lair in the places they once used in life are the sort of undead creatures that desire to maintain close contact with the living. These liches employ a trusted servant to help them maintain the illusion that they still live, and for a short while lairs such as these are run fairly close to how they were run during the lich's life. Visitors remain typically as they were, meaning that these particular "lair" generally have more access than that of a lich hiding in seclusion. Adventurers wishing to scout out a lich's lair will have a far easier time moving through lairs such as these than those of a





secluded lich. Over time, though, these lairs become run down and abandoned, and invariably pick up the legend of being "haunted"... and perhaps of being a lich's lair. For adventurers actively seeking to find and perhaps slay a lich, these are the sorts of lairs they can easily locate. These are also the lairs more likely to have already been partially looted, and more likely to be the home of less-powerful liches.

Liches who wish to remain undisturbed normally set up their lairs in far-off secluded places, away from those living creatures that might interrupt them. These liches also tend to be the more powerful sorcerers and wizards who have become liches for some sinister and grand purpose requiring centuries of work. These lairs are normally built while the lich is still alive, so the lich-to-be can supervise and directly control the building of this future lair without too many questions. These lairs often are given a relatively innocuous purpose - for example, a future "tomb" for the lich, or a monument, or a watchtower - some explanation that would not necessarily drive away all potential intruders, but something to minimize that number. The intent is to build something large enough to act as a fortress for the lich, as well as to contain everything the lich may need... but to not act as an obvious beacon for tomb raiders. The downside for any lich constructing a tailor-made lair is that plans - and perhaps the builders themselves - can be located by courageous and persistent adventurers, and those plans and builders may be able to provide secrets about both lair and lich that the lich would not want to be known. This is why other liches wishing to stay secluded may take over tombs, abandoned castles, and ruins - places that have already been raided by grave robbers, and are less likely to be disturbed. Of course, this may mean that a hardy

group of adventurers searching an abandoned keep might find a little more than they had bargained for...

Most lich lairs are fortified and protected in some form. Most are towers, keeps, fortresses, and the like - capable of withstanding sieges from armies, if necessary. The gates to these lairs may be wizard locked, or otherwise sealed with magic such that only a specific spell or magic item may open them. These lairs are defended in a variety of fiendish ways against those foolish enough to enter. Details on the traps and guardians of a lich's lair can be found in the chapter on Combat Strategies. The few lairs that are not well guarded or prepared for attack are those whose lich inhabitants genuinely do not care at all about anything but their work or their studies. In some ways, while these lairs are easier for adventurers to explore, they are still more treacherous, as they usually house liches that are obsessed to the point of insanity, and these creatures rank as the most dangerous and deadly of undead beings.

One critical element that should be placed in any lich's lair is an escape route. Liches are the classic sort of NPC villain that "lives to fight another day," and liches are masters of survival. A lich's lair will usually have three or four standard escape routes, with one or two in each of the lair's major areas, such as the throne room or alchemy lab. These escape routes always lead to a place completely outside the lair, and may often lead to a ship or some other means of fast transportation away from danger. More powerful liches will also have more exotic means of escape at their disposal. It's rare to find an extremely powerful lich sorcerer who does not possess a ring of teleportation, or some other device designed to completely frustrate the bravest of brave adventurers.

Dharion Khryll descended slowly down the steps of the main tower, cradling his beloved Elisha in his skeletal arms. The gates had held - for now - and the lich felt sure that he could make the necessary preparations for his wife in peace in his laboratories below the castle. There would be no mistakes, of that he was quite sure. After all, his own transformation had been a complete success, had it not?

"Dharion, my love?" Elisha asked weakly. She looked up into his empty eye sockets. "Promise we'll never be apart."

"I promise," said the lich. "Do not worry. This is not the end - it is a beginning!"





Lich Creation

The process of becoming a lich is a dark and arduous one. The secrets and spells that must be learned in order to learn the complete method of creating a lich are numerous and difficult - it can take a lifetime alone just to learn all that is required. Furthermore, the lore of lichdom tends to be forbidden knowledge, not commonly available from libraries and sages. Possessing such information is a crime in many kingdoms, punishable by death. But for those deluded souls who think that lichdom will bring them immortality, no price is too high.

In order to create a lich or a lich sub-type, two simple elements are essential above all others: a skilled spellcaster to create the lich, and a willing subject to become the lich. In many cases, the spellcaster and subject are one and the same, but this is not always so, particularly with certain sub-types. The spellcaster can be a high-level sorcerer, wizard, or cleric, provided that his skills meet the following criteria:

Requirements for Creating a Lich/Lich Sub-type

SPELLCASTING: Must be able to cast arcane or divine spells of 6th level or higher

FEATS: Brew Potion, Craft Wondrous Item, Spell Focus (Necromancy)

SKILLS: Knowledge (Arcana/Necromancy) 10+, Spellcraft 14+

The subject must be willing. Should the subject not truly desire to become a lich, or understand and object to the fact that becoming a lich involves actually dying and being "reborn" as an undead creature, the subject will never become a lich or lich sub-type. It's not enough to use *suggestion*, *charm*, or any other sorts of magic spells and psionics to "convince" a subject that becoming a lich is a good idea, nor is misleading the subject about what the lich creation process entails. Only a subject that chooses to be a lich of his own free will can ever successfully become one. Subjects tricked into the process in one form or another are invariably killed by the spells and potions involved, and have zero chance of being resurrected or reincarnated.

Once both the spellcaster and the subject are ready and willing, a phylactery must be created to begin the process of lichdom. This phylactery serves as a vessel for the lich's soul or life force. The phylactery separates the life force from the lich's mortal flesh-and-blood body, and contains it within its own virtually indestructible self. So long as the phylactery exists, the lich is essentially immortal. Destroying the body of a lich or a

lich sub-type without destroying that lich's phylactery means that the lich's essence survives... and that 100 days after being "destroyed," the lich will return at full strength. A lich's phylactery must be destroyed if the lich is to be annihilated once and for all.

Creating the phylactery requires the Craft Wondrous Item feat. This phylactery costs a minimum of 120,000 gp and 4,800 XP to create, and possesses a caster level equal to that of its creator when it is made. A "standard" phylactery is of Tiny size and has a hardness rating of 20, 40 hit points, and a break DC of 40. Should the creator wish to do so, a more elaborate and expensive phylactery can be created; this extra expense in creating a phylactery aids in the process of successfully creating a lich, as noted below. The extra expense also improves the strength and durability of the phylactery. For each additional 50,000 gp used in creating the phylactery, the vessel for the lich's life-force increases its hardness rating and DC by 5, and gains 10 additional hit points. A maximum of 520,000 gp can be spent in the creation of this item.

Optionally, the spellcaster may choose to create a second container when creating a lich - a vessel of the mind. Unlike the phylactery, the vessel contains the lich's mental energies. While not necessary for becoming a lich, this magical vessel serves two small but important purposes. First of all, the vessel prevents the deterioration of a lich or lich sub-type's mind, preventing it from eventually becoming a demi-lich or from falling apart into so many mindless magical artifacts. Secondly, the vessel also provides a way for the lich to continue on even if its physical form and phylactery are destroyed. If a lich's vessel survives after its phylactery is shattered, the lich's physical form cannot be brought back into existence, but the lich will return in the form of a ghost 100 days later. Creating the vessel requires the Craft Wondrous Item feat. Similar to the phylactery, the vessel costs a minimum of 80,000 gp and 3,200 XP to create, and possesses a caster level equal to that of its creator when it is made. A vessel is of Tiny size and has a hardness rating of 10, 20 hit points, and a break DC of 20; unlike the phylactery, no extra expense or effort will do anything to improve the vessel's strength or durability.

With the phylactery (and, optionally, the vessel) in place, only one more item is required for the creation of a lich or lich sub-type - a potion of undead life. This potion is required to keep the subject's body in an animated undead state. This potion is also necessary for ending the subject's natural life. The potion can only properly work if the spell join the soul (and optionally, join the mind - see page 18) is first cast upon the subject. If a creature or person simply drinks the potion of undead life





without the aid provided by these spells, the subject dies instantly. In addition to this, if the subject fails to make a successful Fort save (DC 20), the subject cannot be brought back from the dead by resurrection, wish, reincarnation, or any other sort of spell or magic... and 2d6 days later, the subject's body will walk again as a mindless zombie. (It should be noted that a lich might prepare multiple potions of undead life while preparing for lichdom - and may not necessarily label those potions correctly in its laboratory....) Creating a potion of undead life requires a minimum caster level of 9th, and demands the following prerequisites: Brew Potion, animate dead, and permanency. The potion also requires 15,000 gp and 4,400 XP to create, and two weeks of brewing time.

With the potion finally created, everything is in place to create a lich. The spellcaster can now be transformed into a lich or lich sub-type, or possibly transform another subject into a lich sub-type. To begin the transformation, the spellcaster must first activate the phylactery by casting the necromantic spell *join the soul*, which removes the soul from the caster's (or the subject's) body and joins it instead to the phylactery. At this time, the caster must make a successful save for this spell to succeed (see page 18); however, the caster will not actually know if the spell is immediately successful. Only the end result of the lich-making process can indicate whether or not the spell is truly effective. If a vessel is being used for the future lich or lich sub-type as well, the spell *join the mind* must be cast in order to remove the mind from the subject's body and place it into the vessel. Again, a saving throw must be made for this spell to properly work. With these spells in place upon the subject, the subject must quickly drink the potion of undead life - and die. The death cause by a *potion of undead life* is swift and painless, killing whoever drinks it in a single round.

Should the *join the soul* spell have properly activated the lich's phylactery, the lichdom process is complete and successful. The subject's body will rapidly decompose, turning into little more than dust and ash in less than two days. But six days after the subject's body drops dead from drinking a *potion of undead life*, the subject comes back, looking very similar to the way it did in life... except for the small fact that the subject is now a fully functional lich. It is not known for sure where the lich's new body comes from - no one has actually witnessed a lich's reformation and return to the material world, or lived to tell the

tale, at any rate - but it is believed that the lich's new physical form is created in a negative dimension or plane of existence, and is drawn back via a dimensional portal to its home material world by its phylactery, which acts as a beacon.

However, should the *join the soul* spell not be successful, the subject does not die... but it does not become a lich or normal lich sub-type, either. Instead, it becomes the vile creature known as a semi-lich, or failed lich. The subject's body does not decompose and disintegrate - not right away. For all practical purposes, the subject's body looks dead... but thirty days after its creation, the body reawakens as a semi-lich. While the semi-lich enjoys many of the same powers of the lich without having a phylactery, the memories and intelligence of the original subject are lost. To many who would seek to become a lich, the possibility of becoming a semi-lich instead is a fate far worse than death, as the body lives on forever as a hulking monster, while the mind is utterly dead and destroyed the instant the subject's lips taste the potion of undead life.

As noted earlier, there are certain individuals who become liches with the best of intentions. They understand completely that lichdom will change them into an undead being; however, for whatever reason, they choose to believe that they can enter the world of the undead without becoming evil. Sadly, this is not the case. Necromantic energy flows through the bodies of all liches and lich sub-types, animating them and allowing them to exist in their undead state. The inherent evil that comprises necromantic energy permeates every fiber of a lich's being. Regardless of how good the subject was prior to becoming a lich, regardless of the well-intentioned reasons for becoming a lich, the newly created lich immediately undergoes an alignment change towards evil the moment it re-enters the world as an undead being, and no external magical force in existence - not even a wish - can alter this. Only if a lich should voluntarily choose to end its undead existence and become a living creature of good once more can it actually become good... but the lifespans of such "good" liches are incredibly short, and so incredibly rare as to be thought of as only myth (see page 12).

And so, the lich is created, free to unleash its evil upon the world for centuries upon centuries. But they do not do so forever. For that is the myth of lichdom. It does not provide immortality - even liches eventually are destroyed and rendered into oblivion. Or parts of them, anyway...





Lich Artifacts

Note: Lich artifacts are potentially powerful enough to significantly alter the balance of a campaign. As with any magical artifact, carefully consider their introduction to your campaign. Don't throw them in as just another magic item.

Liches do not exist forever. The "lifespan" of a standard lich is approximately 1d8 x 1000 years; for most lich sub-types, it is 1d4 x 1000 years. (The notable exceptions to this are the semi-lich, which legitimately can exist forever, assuming some intrepid adventurer doesn't bury a sword of sharpness in its skull first; the drowlich, which can exist for 6d6 x 1000 years; and the novalich, which lives for but one year.) While a vessel of the mind can double the span of existence for these undead creatures, the fact remains that lichdom merely slows down the process of decay - it does not prevent it entirely. As the cons pass, the lich's mind spins apart into an incoherent mess, while the lich's body invariably reaches a state that it should have assumed naturally centuries before - that of a completely decayed, inert corpse. At such a point, while the lich technically still "exists," its mind and body are in such a decrepit state that it might as well finally cease to be.

However, for the most vile and ruthless of liches, the pure hate and malevolence that fueled their evil existences for centuries upon centuries may never truly end. Some of these liches may eventually become the abominable nightmare known as the demi-lich. Still other liches may not necessarily exist in a sentient form... but fragments of their bodies may become imbued with such evil power that they take on the properties of artifacts. These artifacts, while incredibly powerful and highly coveted by those who would seek magical power, carry the evil taint of their former lich master and always manage to pass on this evil to those who would use them.

Lich artifacts are literally physical pieces from the lich's own body. There is no known way for a spellcaster (i.e., player character) to artificially create a lich artifact; the creation of such an item is a naturally occurring event determined by the GM. To generate a lich artifact, first roll on the table above to see what piece of the lich has been imbued with the lich's powers.

A lich artifact's powers cannot be used unless the owner sur-

Lich Artifact Body Part

Roll	Lich Part	Penalty
01-10	Eye	-2 Cha
11-20	Tooth	-2 Cha
21-30	Hand	-2 Dex
31-40	Ear	-2 Cha
41-50	Tongue	-2 Cha
51-60	Foot	-2 Dex
61-70	Rib Bone	-2 Con
71-80	Nose	-2 Cha
81-90	Jaw Bone	-2 Cha
91-95	Wing (from dracolich)	-2 Dex
96-00	Heart	-2 Con

gically removes his own body part and replaces it with the lich artifact. This means that the owner of a lich heart must literally cut out his own heart (or have someone cut it out) and replace it with the lich's heart in order to utilize its powers. (The lone exception to this is a lich artifact wing, which automatically grafts itself to the back of any humanoid owner not already possessing wings of Medium-size or greater.)



Merely touching the lich artifact to the appropriate area of attachment permanently grafts the artifact to its user, and allows the user to receive all of the artifact's powers... as well as its drawbacks. By grafting a lich artifact to one's body, the owner of the artifact automatically receives a penalty to an ability score, as noted on the table. Lost ability points can never be restored. Short of a *wish* spell or divine intervention, the lich artifact cannot be removed from the owner's body unless the owner of the artifact is killed.

A lich artifact always possesses four inherent spell abilities: *blasphemy*, *destruction*, *unholy aura*, and *unhallow*. These spell abilities can be used once per week. Additionally, the artifact may possess certain spell abilities, all of which can be used up to three times per day. The table at the top of the next page allows for random generation of a lich artifact's abilities; ultimately, the GM should decide the exact spells that the artifact possesses. Both the inherent spell abilities and the random spell abilities are always cast as if by a 20th-level sorcerer or cleric, and all DCs to resist the effects created by the artifact are 20.

Lich artifacts in the hands of evil characters rarely present





an alignment problem. It is hard for a lich artifact to corrupt what's already been corrupted, and evil characters rarely face any moral dilemmas in wielding an artifact imbued with wicked powers. Good and neutral aligned characters, though, are not so lucky. Non-evil characters who choose to use the powers of a lich artifact are forced to make a Will save every week (DC 17) in order to avoid becoming evil. Should a character fail the saving throw, he instantly turns evil, and only the removal of the lich artifact from the character's body can revert the character's alignment back to its original state.

Roll	Spell Types/Level
01-15	4 arcane and 4 divine spells, all 5th level or lower
16-30	2 arcane and 4 divine spells, all 6th level or lower
31-45	4 arcane and 2 divine spells, all 6th level or lower
46-60	3 arcane and 3 divine spells, all 7th level or lower
61-75	1 arcane and 2 divine spells, all 8th level or lower
76-90	2 arcane and 1 divine spells, all 8th level or lower
91-93	2 arcane spells, all 9th level or lower
94-96	2 divine spells, all 9th level or lower
97-99	2 arcane and 2 divine spells, all 9th level or lower
00	Roll twice more, disregard further rolls of 00

The Redeemed Lich

On the rarest of rare occasions, a lich can be redeemed. Liches throughout the world are known, for the most part, as monstrous beings of the purest evil. However, there are a handful that serve the forces of good. The exact explanation for how and why this occurs is not entirely clear, even to the wisest of sages. All that is known for certain about this process is that it is something that can never be sought, but is instead brought about by instinct and circumstance.

Liches that were evil as mortals never become good in their undead state. For a lich to possess even the slightest chance of ever becoming a creature of good, it must have been good - at least for a time - during its mortal existence. It is believed that this once-forgotten existence lurks within the very being of such liches, serving to act as a potential spark for a miraculous change should the right conditions present themselves.

The situations that can bring about the creation of a good lich are simple but practically impossible. All the lich must do is perform a selfless act of good for a single living being. This act of good must only benefit that living being; the act can provide no benefit or advantage to the lich, no matter how small or trivial. Liches who become aware of this secret and attempt to become redeemed are invariably doomed to failure, as every good action

they make is part of their selfish effort to become good again, thereby making all such actions "beneficial" to themselves. These efforts must be completely sincere - a lich saving a mortal servant from drowning, for example, would be an example of this sort of effort, provided that the lich had no need of the servant for some other purpose. Because of this, these acts are almost always spur of the moment, random events, and their consequences always come as a total shock to the liches who perform them.

In the instant that a lich's selfless act of goodness takes place, its phylactery and vessel explode, causing 3d6 points of damage to anyone within 10 feet of either object. The lich's life essence and mental energies come flooding back into its undead physical form. At this point, the lich must make a Fortitude save (DC 20). Should the lich fail, it dies, but it dies as a creature of good. Should the saving throw succeed, though, a startling transformation occurs - flesh and blood begin to re-form around the lich's body. The lich, while not exactly living, has purged itself of all the necromantic energy that kept it in its state of lichdom, and is reborn instead with positive energy to keep its centuries-old form in existence. The redeemed lich looks exactly the way it did the moment before its lips sipped the potion of undead life, and will look that way until finally destroyed.

A redeemed lich retains many of the properties that it possessed in its more evil form. These powers and abilities, though, are changed slightly. The redeemed lich retains its fear aura, but this fear is only effective against creatures of evil. Neutral creatures are completely unaffected by the aura, and for creatures of good the fear aura now acts as a bless aura, as the spell of the same name. The redeemed lich's paralyzing touch only works against evil beings, and its touch attack dealing negative energy to foes becomes a healing touch that restores the hit points it once took away. Apart from that, its abilities remain the same as they were when the lich was a vile being of evil.

Once redeemed, a lich is never content to live out the rest of its days in peace. The redeemed lich is compelled to atone for the monstrous acts it committed while an evil monster. The redeemed lich will actively try to make up for its crimes, no matter how long it takes. Should the lich ever manage to completely atone for all its acts of evil, it will finally die in peace, but this never happens. Redeemed liches wander the ends of the world throughout eternity, trying in vain to beg forgiveness for what can never be forgiven. Ironically, redeemed liches often find the true immortality that they originally sought when becoming an undead creature of darkness. They are usually hunted creatures, sought by those they harmed when evil. Those same creatures usually do not know that the redeemed lich has changed its evil ways - and even if they do know, they often do not care.





Chapter 4

Combat Strategies

A crunch, then a shattering sound. The gates to Castle Khryll had finally broken. This did not matter much to Dharion Khryll, the lich lord of the castle - his only concern was to be reunited with his love Elisha. Far beneath the castle walls, he had cast the necessary spells, performed the required rituals... and Elisha died. He hoped that she would return to him in philolich form; the thought had occurred to him that she might return as the monstrous semi-lich, but he dared not dwell on such thoughts...

The villagers would roam through the castle, of that Dharion Khryll had no doubt. But they still did not concern him. Getting into the castle was one thing; getting out, they would find, would be quite another. Would they be able to escape the flesh golems patrolling the courtyard? Or avoid the poisoned spiked traps beneath the old ballroom floor? Dharion Khryll thought not. His lair was prepared to fight, so he did not have to. With this thought in mind, the lich sat back in his broken throne and stared at the doorway, waiting with infinite patience for his Elisha to return.

Liches do not choose a path of darkness toward an immortal, undead existence just so some group of wandering adventurers can destroy them. Liches are incredibly protective of their undead existence, perhaps even more so than the living protect their mortal lives. Apart from warliches, who thrive on personal combat, liches try whenever they can to avoid direct confrontation. This does not mean, though, that a fight cannot be found within a lich's lair - it just means that the lich may have plenty of other creatures ready to fight in its stead.

The guardians of a lich's lair vary according to the age of the lich. A newly created lich is still connected to the ideas of mortals, and would be more likely to use living guardians. These living guardians may be ordinary soldiers, who would be used to patrol and guard all the areas of the lich's lair; or something more exotic, like a chimera or manticore, to guard a very specific area of a lich's lair, such as a treasure chamber or laboratory. The older the lich, though, the more alien its thought processes... and the more it forgets what mortals need. Older liches forget to pay their mortal soldiers, forget to feed their manticore pets - and so they begin to lose the living as resources. For this reason, the more ancient, powerful liches utilize non-living creatures to fight for them. Flesh golems are the most commonly used, as they are suited for both combat and non-combat functions. Iron and stone golems may also be used, but

these tend to be guardians strictly intended for combat. Lichlings, skeletons, and zombies are also used, but the number of these creatures required to successfully fight more powerful foes often make these undead creatures little more than warning devices, designed to slow down opponents so the lich can escape from danger.

Traps are also put into service by more cunning liches. They are employed in two basic ways: to kill intruders and enemies directly, or to capture these enemies so that the lich can directly kill them at a later time and place of its choosing. "Common" traps, such as spiked-filled pits, poisonous gases, collapsing walls in corridors designed to crush unsuspecting souls - these are the sorts of traps that liches employ. More often than not, these traps utilize killing agents such as poison, cold, and electricity, as these attacks cannot harm the lich and so cannot be turned against the vile, undead monster.

Poisons and toxins are favorites of some liches. The following section describes some of the specialized venoms developed by lich alchemists throughout the centuries. The indicated costs for these poisons are for creating a single ounce of poison. All of these diabolical liquids are effective either on contact or consumption by the victim. They operate somewhat differently from normal poisons due to their magical nature, as described below.





Poisons and Toxins

BLOODFYRE: A bloodfyre poison causes the victim's blood to literally burn unless an initial Fortitude save (DC 16) is made. The poison acts slowly at first, causing only 1 hit point damage per round for 10 rounds. If a *neutralize poison*, *heal*, or *cure moderate/critical wounds* spell is not cast upon the victim of this poison during this time, a fiery explosion detonates inside the victim on the 11th round, as per a fireball spell as cast by a 12th-level sorcerer.

Caster Level: 4th; *Prerequisites:* Brew potion, fireball, spellcaster level 8th+; *Market Price:* 1,800 gp.

FLESHROT: This nasty toxin causes a living creature's skin to literally rot away. Unless a Fortitude save (DC 16) is made, the victim takes 4d6 points of initial damage, and permanently loses 1d4 points of Charisma as secondary damage. If the saving throw is made, the victim only takes 1d6 points of initial damage, and temporarily loses 1 point of Charisma for 1 week.

Caster Level: 4th; *Prerequisites:* Brew potion, spellcaster level 8th+; *Market Price:* 1,200 gp.

NUMBNESS: A specialized form of paralysis, this toxin lets its victims move about, but they lose their sense of touch for 1d4 days unless they make a Fortitude save (DC 18). During this time, affected victims lose all of their normal Dexterity-related bonuses, and have an effective Dexterity of 3 for purposes of ranged attacks, AC, Reflex saving throws, and all Dexterity-

related skill checks. Affected victims also suffer a -3 penalty to all melee attack rolls (but not damage rolls) during this time.

Caster Level: 3rd; *Prerequisites:* Brew potion, hold person, spellcaster level 4th+; *Market Price:* 500 gp.

OBEDIENCE: This mind-controlling poison forces affected victims to obey the simple commands of the individual who originally brewed the potion. Victims cannot be forced to harm themselves or friends and allies; however, all other commands must instantly be obeyed. A successful Will save (DC 16) negates the effects of the toxin. The effects last 1d10+10 rounds.

Caster Level: 4th; *Prerequisites:* Brew potion, charm person, hypnotism, spellcaster level 8th+; *Market Price:* 1,000 gp.

SLOW WOUNDING: This special poison is a favorite of liches who like to watch their victims die slowly. It is usually placed in traps or administered at a place where the victim has no hope of finding help anytime soon. No save is available for this sinister potion; all it does is cause 2 points of damage per day. However, unless a *heal*, *limited wish*, or *wish* spell is cast upon the victim, this poison cannot be neutralized nor the victim be healed, and the victim's hit points slowly are drained day by day until they reach zero, at which point the victim dies.

Caster Level: 4th; *Prerequisites:* Brew potion, spellcaster level 8th+; *Market Price:* 2,000 gp.

Puzzle Traps

Liches are intelligent creatures. Many of them also have immense egos. As such, these liches like to prove that they are smarter than everyone else... particularly those who seek to slay them. While mechanical traps tend to be more trustworthy in slaughtering foes, liches cannot resist the idea of outwitting their foes - and in doing so, killing them. To this end, liches often place puzzle- and riddle-based traps throughout their lairs to protect critical areas. These puzzle-based traps are typically written on a wall or spoken by a magic mouth. Failure to answer a riddle or solve a puzzle might only mean that a door cannot be opened - or the consequences may be more lethal, where failure to answer a riddle in a certain amount of time unleashes a monster, or sends poisoned darts flying into the small room that the

characters are exploring. Examples of simple riddles are:

What can be swallowed, but can also swallow you?
(Pride.)

*The more you have of it, the less you see.
What is it?*
(Darkness.)

*You heard me before, yet you hear me again.
Then I die, until you call me again. What
am I?*
(An echo.)

The following is an example of a far more complex puzzle trap to be found in a lich's lair.





The Chess Chamber of the Lich Lord Fortinbras

The archway through which the characters enter the Chess Chamber seals up instantly once all the player characters are through, effectively trapping them inside. Should the party so desire, they can attempt to destroy the enchanted stone wall that now fills the archway... but the wall has a hardness rating of 100, 1,000 hit points, and a break DC of 100, making it all but impossible to destroy in a human lifetime.

The room itself is massive, 80 feet by 80 feet in a perfect square. The gold-leafed ceiling is 20 feet high at the edges of the room, arching to a height of 30 feet at the center. The floor is marble, with an alternating pattern of black and white tiles. Giant chess pieces, ranging from 6 feet to 12 feet tall, sit on some of these tiles. (The GM may want to lay out an actual chess board with chess pieces at this point; in fact, if the players are using 25 mm miniatures, a chess board makes a perfect gaming surface for them.) The chess pieces are arranged as per the diagram below.

Written in exquisite gold lettering on each of the room's four walls is a riddle. The riddle is written in the Common language on the north and south walls, and in High Elvish on the east and west walls. (If none of the players characters can read either of these languages, the GM should feel free to make the riddle available in something they can read.) The riddle reads as follows.

Notation of pieces:

wp - white pawn
 WR1 - 1st white rook
 WR2 - 2nd white rook
 WN1 - 1st white knight
 WN2 - 2nd white knight
 WB1 - 1st white bishop
 WB2 - 2nd white bishop
 WQ - white queen
 WK - white king

bp - black pawn
 BR1 - 1st black rook
 BR2 - 2nd black rook
 BN1 - 1st black knight
 BN2 - 2nd black knight
 BB - black bishop
 BQ - black queen
 BK - black king

				WK			WR2
	WB2		wp				
			WQ		wp	WN2	WB1
BR2	bp						
		wp			WR1	bp	
			WN2				
	BN1		BK	bp		BR1	BB
		BQ		BN2			

THE TALE OF FORTINBRAS

*Conqueror Fortinbras, Master of Iron and Fire
 With One Last Battle to Claim His Empire
 One Last Nation to Conquer, One Last Tower to Fall,
 So He Sent Forth Soldiers to Rule over All...*

*Church Attacks State in Mindless Aggression
 While Gallant Knight Retreats to His Queen to offer Protection
 His Gallantry not Wasted, His Sacrifice not in Vain
 His Brother in Arms Adds the Priest to the Slain
 With Victory in Hand, Fortinbras Rode Forth to See
 The End of the Battle - not Expecting Treachery
 From his Lieutenant - a Paladin Sworn to the Black
 Who with Treacherous Hand Stabs his King in the Back
 Joining this Traitor to Stand at His Side
 Is His Cursed Accomplice - Fortinbras' Bride
 So, With Fortinbras in His Grave, and His Legacy Gone
 The Last Ivory Tower Opens Its Gates... the Last Battle Won.*

The proper solution to the puzzle is as follows:

1. "Church Attacks State..." - the Black Bishop takes out the 1st White Rook.
2. "Gallant Knight Retreats to His Queen..." - the 1st White Knight moves diagonally between the Black Bishop and the White Queen.
3. "Gallantry not Wasted..." - the Black Bishop takes out the 1st White Knight
4. "His Brother in Arms..." - the 2nd White Knight takes out the Black Bishop
5. "Fortinbras Rode Forth to See..." - the Black King moves forward one space
6. "Who with Treacherous Hand..." - the 1st Black Knight takes out the Black King
7. "Joining this Traitor..." - the Black Queen moves to a space next to the 1st Black Knight

The chess pieces move easily across the floor, and can be pushed around without difficulty by the characters. When the player characters "correctly" move a chess piece into position, a soft chiming sound echoes throughout the Chess Chamber. In addition to this, when one chess piece correctly takes out another





er piece, the vanquished chess piece dissipates into nothingness, leaving only the victorious chess piece on the correct space. Moving pieces incorrectly does not necessarily create a harmful effect, but it might affect

the ability of the player characters to correctly move all the pieces in the correct sequence and order.

Once the Black Queen is moved into position, the player characters hear a loud, distinct clicking sound coming from the northeast corner of the room. Any character investigating the source of this sound finds that a hidden panel in the side of the 2nd White Rook has opened slightly. ("The Last Ivory Tower Opens...") Inside this hollow Rook is a spiral staircase leading downward to the next room.

Ultimately, the GM must make the judgment call as to whether or not the players "correctly" solve the riddle. The consequences of failure are up to the GM. You could make this particular trap even nastier by flooding the chamber, placing monsters in the chamber that try to kill the characters while they slide chess pieces across the room, or with other equally cruel methods.

But things don't always have to be complex as the Chess Chamber. One of the simplest and most effective ways for a lich to defend itself and its lair is with lies. To that end, it's quite simple for a lich - or a servant of the lich - to find a poor, struggling bard and give that bard enough gold to start singing songs about the legend of the lich. The bard's songs and tales are filled with false information, such as the wrong location of the lich's lair, misleading tales about the monsters lurking there, and so on. Servants of the lich might also provide similar false information to sages and scholars, particularly if it comes to the lich's attention that someone is trying to hunt it down. Lying and bribery often are far more effective in defending a lich's lair than the most powerful of spells. The only weakness to such lies, though, is that those who spread them must have at least contacted a servant of the lich at some point, who in turn must



have in turn been in contact with the lich... providing characters willing to do some detective work a trail by which to find and learn the truth about a lich.

If a lich can predetermine where a fight is to take

place, it may prepare the area with items designed to aid its spells. For example, a lich waiting for a group of adventurers in an abandoned chapel may line the walls of the dungeon with casks of oil, put on a ring of major fire resistance, and then cast a fireball spell at the characters the moment they enter the chapel.

When finally forced into direct confrontation, liches are tenacious and deadly fighters. They invariably have a wide array of offensive spells to use in combat, and they do not hesitate to unleash them. Liches cast long-range spells first, inflicting as much damage as possible before closing in to finish off whoever may be left in melee combat. Spells designed to hamper opponents - such as slow and blindness - may be utilized with equal frequency as spells designed to directly cause damage.

Liches never fight blindly to the death. If it becomes obvious in combat that the lich may be defeated or killed, it will first take any effort it can to escape. If the fight occurs in the lich's lair, it will head for the closest exit or hidden pre-planned escape route. Should escape not be possible, though, the lich instead may attempt to parley for its existence. Treasure, kingdoms, power... a lich will cheerfully offer characters anything in the world to ensure its survival, including the impossible. Sometimes these offers are genuine, but it is more likely they represent nothing but danger. A few devious liches go so far as to prepare false treasure maps, scrolls, and "history" books that mention treasures beyond the wildest dreams of mortals - all located far from the lich's lair, of course. Other liches may have a false treasure room in their lair, one that they will invite character to plunder if they will only spare the lich's existence... the treasure room, though, is typically laden with traps, such as poison gas.





Chapter 5

Lich Magic

Liches have access to unique necromantic spells that they often use in combat. While these spells are not normally available to the living (i.e., player characters), there's no reason why these spells couldn't be copied from a slain lich's spell book.

BONE CHILL

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cloud spreads 40 ft. wide and 40 ft. high

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Similar to a chill touch spell or a lichling's cold touch attack, this spell creates a cloud of cold necromantic energy that freezes the bones and blood of all living creatures touched by it. Those within the dark cloud take 3d6 points of damage each round they are inside the cloud. Movement is halved for those in the cloud. A successful Fortitude save negates the movement penalty, but even with a successful save, being inside the cloud still causes 1d6 points of damage each round. Once cast, the spellcaster can shift the position of the bone chill cloud by 10 feet per round; however, the caster can take no other actions while moving the cloud.

CREATE LICHLING

Necromancy (Evil)

Level: Clr 4, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 or more pile of bones touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This variation of *animate dead* allows the caster to create the undead creatures known as lichlings. With this spell, the caster can transform any pile of humanoid bones into the horrid com-

posite creatures. These lichlings can follow any simple order given to them by the caster, but can only follow one order at a time. ("Attack all who pass through the gate" and "Dig in this pit until ordered to stop" are examples of such simple commands.) Lichlings created by this spell remain under the caster's permanent control until destroyed.

A caster can control up to 1 HD worth of lichlings per caster level. He cannot create more lichlings than he can control. For example, a 12th-level caster could create up to 12 HD of lichlings, all of which he controlled, but no more. Should the caster attempt to create more lichlings than he can control, the *create lichling* spells cast to make new creatures simply do not work. New lichlings can only be created when the old ones are destroyed. They are always controlled by a spellcaster, and uncontrolled lichlings do not exist.

The bones of destroyed lichlings can be reanimated, unless they are thoroughly destroyed by fire.

Material Components: This spell requires a diamond worth 100 gp and a withered goat's heart. Both of these items are placed with a pile of humanoid bones no larger than 4 feet in diameter; both diamond and heart are destroyed as the spell is cast and the pile of bones changes into a lichling.

EYES OF DECAY

Illusion, Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: Yes

With this spell, the caster causes the creature touched to see its world as a dead and horrific place. The affected target sees all living creatures surrounding it as hideous undead zombies, and the rest of its surroundings as a hellish nightmare. Buildings looked burned and ruined; food looks spoiled; even the sky appears black and ominous. This apocalyptic nightmare is so terrifying that the target is compelled to run as far away from this horrific scene as it possibly can. The affected target may take no





actions except to move at full speed in a random direction chosen by the GM. A successful Will save allows the target to completely disbelieve the illusion created by this spell.

GHOSTLY FORM

Necromancy, Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 round/level

Saving Throw: Fort negates

Spell Resistance: Yes

A living creature affected by a *ghostly form* spell turns insubstantial, and is able to pass through solid matter as though it were a ghost. However, the caster of the spell controls what type of matter - if any - the target may pass through. Examples include "all matter," "only stone," or "metal, flesh, and stone." While in this state, the affected creature cannot use weapons, cast spells, or perform any other action capable of physically affecting any other creature. The affected creature also cannot speak. All attacks directed against the affected target pass harmless through the target's ghost-like form except those of the caster; all of the caster's attacks, both magical and non-magical, do full damage to the target of the spell. If the target's hit points are reduced to zero while in this ghost-like state, the target's form is utterly destroyed, and the target's physical body will not reappear at the end of the spell's duration.

Material Components: A drop of poison and a spider's web.

JOIN THE MIND

Necromancy (Evil)

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 30 minutes

Range: Touch

Target: Personal or willing humanoid touched, and prepared vessel

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

This spell is similar to *join the soul*, except that the consequences of this spell - both in terms of success and failure - are not quite so dire. By casting this spell, the spellcaster's mental

energies (or those of a willing subject touched by the spellcaster) are transferred into a specially prepared vessel. The creature being transformed into a lich must again make a Fortitude save at the time the spell is cast. If successful, the conveyance of mental energy into the vessel is perfect. While this spell has no bearing on whether or not the subject will successfully become a lich, it does mean that the creature's thoughts will never fade, and the creature will never degenerate into a demi-lich. A successful casting of *join the mind* also ensures the subject's survival as a ghost should the phylactery be destroyed, or should the *join the soul* spell fail. This is all contingent upon the subject drinking a *potion of undead life* within 1 hour after the casting of the spell. Failure to drink the potion within this time means that the body of the subject has its Intelligence reduced to zero, turning the subject's body into a drooling imbecile incapable of every properly functioning again, and trapping the subject's mind inside the prepared vessel forever.

If the Fortitude save fails, the subject's mental energies are not successfully transferred into the vessel, but are only temporarily lost, and return to the subject's body within 1 hour. However, during this hour the Intelligence of the subject is temporarily reduced by 2d4.

If cast upon an unwilling target, *join the mind* disrupts the mental energies of that target for 1d10 rounds + 1 round per caster level. The Intelligence and Wisdom scores of the affected target are temporarily reduced by 2d8 points for this duration; if either of these abilities is reduced to zero points or lower, the target is rendered unconscious for the entire duration of the spell. In addition to this, if the affected target is a wizard, all memorized spells are lost, and new spells cannot be memorized for 1d6 days due to the traumatic effects of the spell. A successful save by an unwilling target only means that the spell has no effect.

JOIN THE SOUL

Necromancy (Evil)

Level: Clr 6, Sor/Wiz 6

Components: V, S

Casting Time: 30 minutes

Range: Touch

Target: Personal or willing humanoid touched, and prepared phylactery

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

The casting of this spell is what makes the creation of a lich or





lich sub-type possible. By casting this spell, the caster can transfer his own life essence (or the life essence of a willing subject touched by the caster) into a prepared phylactery. The creature being transformed into a lich must make a Fortitude save at the time the spell is cast; if successful, the transference is perfect, and the subject can become a lich provided that the subject proceeds to drink a potion of undead life within 1 hour after the casting of the spell. Failure to drink the potion within this time means that the subject's body dies, and the subject's life essence is trapped within the phylactery for the rest of eternity.

If the Fortitude save fails, the subject's life essence is not successfully transferred into the phylactery, and is instead sent hurtling into the astral plane, where it eventually fades away into nothingness. The subject's body will then become a semi-lich when the contents of the potion of undead life are ingested.

If cast upon an unwilling target, the spell disrupts the life essences of that target for 1d10 rounds + 1 round per caster level. All ability scores of the affected target are temporarily reduced by 2d4 points for this duration; if any ability score is reduced to zero points or lower, the target is rendered unconscious for the entire duration of the spell. A successful save by an unwilling target only means that the target feels slightly nauseous, but otherwise is able to function normally.

LICH POSSESSION

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Living creature touched

Duration: 1 round/level; see below

Saving Throw: Fort negates

Spell Resistance: Yes

This spell may only be used by a lich spellcaster. With this spell, a lich can switch bodies with another living being. For the duration of the spell, the lich's soul inhabits the body of the target, and is able to use this new body in any way desired. The target's life essence, on the other hand, is trapped within the lich's body, unable to speak or use any of its own natural abilities or, for that matter, those of the lich. If the lich's body is destroyed while the target is within the lich's body, the target's mind is obliterated from existence, and the lich can permanently inhabit its new body. If the target's body is killed while the lich still is in possession of the body, the spell is immediately ended, with the minds of the lich and the target

immediately returning back to their proper bodies, with the target's reunited body and mind having zero hit points.

NECROMANTIC RESTORATION

Necromancy (Evil)

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft + 10 ft./level)

Area: All living creatures with a 50 ft. radius burst

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Necromantic restoration robs all living creatures within the affected area of a single hit point. All of the hit points taken by the spell are then added to the caster's total, potentially healing the caster. If the hit points gained from the spell exceed the caster's normal total number of hit points,





the caster temporarily retains the excess hit points for a single day.

Material Components: A magnet and a silver mirror worth at least 100 gp.

NECROMANTIC WIND

Enchantment, Necromancy (Evil)

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 feet wide at base, 20 feet wide at top, and 20 ft. tall

Duration: 1 round/level

Saving Throw: Will and Reflex negates (see text)

Spell Resistance: Yes

This spell creates a cyclone of swirling necromantic energy that moves at a rate of 30 feet per round. The caster can concentrate on directing the cyclone's exact movements, or simply send forth the cyclone in a specific direction. Actively controlling the movement and direction of the *necromantic wind* requires the caster to use a standard action every round that such control is utilized. If the *wind* goes beyond the spell's range, it dissipates and cannot be brought back, even if the maximum duration of the spell has not yet been reached.

Creatures touched by the *necromantic wind* are temporarily driven mad, as per a *confusion* spell. In addition to this, they take 1d6 points of damage when initially touched by the *wind*. A successful Will save negates the effects of *confusion* generated by the spell; a Reflex save allows the damage from the *wind* to be negated completely.

Material Components: The wings of a bat and the severed finger of a madman.

PUPPETS OF DEATH

Necromancy (Evil)

Level: Clr 6, Death 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: 50 ft.

Area: 50 ft. radius emanation, centered on the caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell acts in many ways as a similar but more powerful version of *animate dead*. By casting this spell, the caster can turn the remains of all dead creatures within the spell's radius into undead skeletons or zombies. These undead creatures only have a temporary existence, as limited by the duration of the spell. However, while in an animated state, these temporary undead creatures follow all commands of the spellcaster, and can move out of the spell's radius of effect and still be animated. Unlike the *animate dead* spell, there is no limit as to the maximum HD of undead that can be created. Once the *puppets of death* spell is ended, though, the remains that were animated by this spell cannot be re-animated by another *puppets of death* spell, an *animate dead* spell, or any other sort of magic short of a *wish* until the following day.

Material Components: Powder from a crushed skull and a ruby of at least 1,000 gp in value. Both the powder and the ruby are completely destroyed when this spell is cast.

TENDRILS OF EVIL

Necromancy (Evil)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide to medium range (100 ft. + 10 ft./level); or 10

ft. wide to 0 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Fort negates and Reflex partial (see text)

Spell Resistance: No

This spell may only be cast by an undead sorcerer or wizard, such as a lich or vampire. It allows the undead caster to send forth whip-like tendrils of necromantic energy that act in a similar manner to the lich's negative energy touch attack. The tendrils strike everything in their path, dealing 1d8 points of damage per caster level, and paralyzing all targets that they strike for 1d4+4 rounds. A Fortitude save is needed in order to negate the paralysis effect; a Reflex save allows half damage.





Chapter 6

Campaigns

Settings

Being creatures of dark magic, liches are best suited for fantasy campaigns. But what sort of fantasy? Below are some suggestions for how to use liches in a variety of fantastic settings.

Urban Setting

Traditionally, the lich is used as a "mad wizard," and that basic type is usually a great adventure hook. But why make the lich's true nature obvious? The lich could be head of a guild, or a sage, or someone else with whom the characters must interact. Perhaps the lich has hired the adventurers to retrieve certain magic items, which the lich intends to use for evil purposes. Or perhaps the lich represents the lesser of two evils - even though the lich controls all the commerce and trade in a city, this lawful evil lich at least does so in a somewhat honorable way, and destroying the lich could mean disaster for the city. Urban settings offer the opportunity to use a lich or lich sub-type in ways that go beyond a standard two-dimensional villain.

Sample Adventure Hook: While the city of Actios is ruled in name by the royal House of Marbrand, everyone knows that the "true" ruler of the city is a sinister, unseen figure known as the Shroud. It is rumored that the Shroud has ruled the city for centuries, and no one knows for sure whether the "Shroud" is a title passed on from individual to individual over the years, or if the Shroud is one individual who has existed all these many generations. Now, people are disappearing from the streets of Actios, and undead are roaming in the graveyards outside the city. Rumors that the Shroud is a lich no longer seem so crazy - nor do the stories that the Shroud is creating an undead army for some sinister purpose. However, unbeknownst to the characters, while the Shroud is in fact a lich, it is actually trying to prevent these legions of undead from being created - an evil, living necromancer has created the undead, and is seeking to take control of Actios away from the Shroud...

Jungle Setting

Jungles lend themselves to secluded environments, so the liches and lich sub-types found in jungles would be the sort

desiring to completely isolate themselves from the living. These are the "mad scientist" liches, performing abominable experiments that most find too terrible to even contemplate... and perhaps these liches need living subjects for their experiments. Opening portals to forbidden realms, finding an answer to an ancient curse - these could be reasons why a lich would choose to stay in the darkest heart of a savage jungle.

Sample Adventure Hook: Around the ancient jungles of Tarleth, the stars in the nighttime sky have begun to move and change, realigning themselves into a single constellation representing a dragon. Local legend has it that this is the black dragon demi-god Kraalien, who was imprisoned ages ago in another dimension. It was prophesized that three signs would mark the return of Kraalien, the first sign being the constellation. No one knows for sure why this is happening, but it is known that centuries ago, Kraalien's chief disciple, a black dragon known as Goerik, became a dracolich - and headed deep into Tarleth, vowing to bring his master back from his banishment...

Desert Setting

Liches in a desert setting can take on the role that mummies assume in fiction and film. Mummies in the typical fantasy setting are mindless brutes, slow and plodding. A lich - maybe one even being called a "mummy" in error - offers some different wrinkles to an ordinary mummy adventure. Characters expecting a typical mummy buried within a pyramid might be in for a shock if they find a lich lurking within the catacombs instead.

Sample Adventure Hook: The tomb of the pharaoh Ramakhet has long been rumored to be inhabited by the mummified remains of the pharaoh. Long after the other pyramids surrounding the tomb of Ramakhet were sacked and looted, Ramakhet's final resting place remains exactly as it was thousands of years ago, completed untouched and undisturbed. But buried with Ramakhet was an artifact known as the Sword of Ancient Kings - and that sword is now needed by the current pharaoh to ensure impending victory in a battle. The characters are sent into Ramakhet's tomb to find the Sword and to defeat the mummy Ramakhet, if necessary. What they do not know is that Ramakhet is a lich - and has chosen to exist undisturbed in his tomb with his beloved wife Jaepetra, who is a philolich.





Arctic Setting

As with the jungle setting, the arctic setting is isolated, limiting the potential for the lich to interact with the living. Unless the lich inhabited the arctic regions in life, though, an obvious question arises - why would the lich travel to a freezing wasteland? Perhaps the lich simply seeks to cut itself off from the rest of the world, or perhaps the lich is actively seeking something of great importance, something that required the lich to become undead in the first place.

Sample Adventure Hook: In the ice kingdoms of Vorn, the warlich Iruk has butchered his way through the frozen wastelands, searching blindly for a forbidden tome of knowledge. Iruk's search has led him to the fabled Mountain of Darkest Ice, a place where it is said no living soul can survive in the caves beneath the Mountain. Iruk sought to challenge this notion by becoming undead - but the characters do not have such options, and if they wish to stop Iruk, they must find the warlich in the labyrinthine mazes beneath the Mountain.

Underwater Setting

Here's a place to create some definite non-traditional liches. Aquatic elves, kuo-toa, sahuagin, loacathah - all of these can be made into some unique liches and lich sub-types. While the motivation for these underwater-dwelling liches might not necessarily be all that different from a land-dwelling lich, the change of setting alone can add all sorts of possibilities.

Sample Adventure Hook: The sailors of the Eastern Sea call the creature "the Storm Hammer" - a dragon turtle of immense size and power. Ten years ago, the king offered one of his duchies to the person who could bring him the head of the Storm Hammer. The one who came closest was the Sea Wizard Quomarre, who was thought slain by the beast at sea. But Quomarre has returned in the form of a novalich - and intends to destroy the Hammer, as well as every other sailor in the sea searching for the gargantuan monster. Quomarre needs to be captured or killed - are the player characters up to the challenge?

Other Settings

While the traditional fantasy game is probably best suited for liches, that doesn't mean that liches can't be used in more "modern" games, too. Liches make for terrific antagonists in a Lovecraftian game setting - the mysterious figure who hires the player characters to seek forbidden tomes of knowledge on the foggy streets of London may in fact be a lich. Liches in the Old West? No problem! Maybe Old Man Hamilton - you know,

the old soldier who disappeared a couple years back down near the abandoned Black Bear Mines - well, maybe he found something down in those mines he shouldn't have found...

Spy settings are more of a stretch, but in campaigns where "the truth is out there," liches make sense. An enemy agent turned into a lich can become a memorable recurring villain in an ongoing spy campaign. Liches can also be used in space-based science fiction campaigns. Just picture it - the player characters are sent to find a lost exploration craft and its crew. They find only one survivor, and that survivor has been changed by alien technology in some inexplicably sinister way...

Motivations

It's pretty easy to establish the motivations for liches. Finding reasons for the characters to actively seek out a lich, though, may be a little more difficult. If a group of player characters is fairly powerful (or cocky), they might believe themselves to be up to the challenge of slaying a lich, but liches can be incredibly powerful monsters, more powerful than dragons, and less powerful groups of characters may think twice about actively seeking out a lich. The obvious adventure involving a lich - a fantastic artifact is in the lich's possession, and the characters must slay the lich to get it - works, but here are a few other ideas that add some twists to that familiar theme:

Only the Lich Knows: In order to help their efforts in some other quest, the characters learn that the only one who possesses the knowledge they need is a former-sage-turned-lich. Furthermore, the knowledge sought only exists in the lich's mind - it is not written in any book or scroll. Instead of slaying the lich, the player characters must successfully parley with the lich, at least long enough to get what they need... and to verify that the lich doesn't lie to them.

Lich in a Cage: A secretive wizards' academy contracts the player characters with an unusual mission: capture a lich and bring it to the school undamaged. The wizards of this academy want to study the long term effects of necromantic magic. Compounding this problem further is the little fact that the wizards never tell the player characters what the lich really is - they just call her a "renegade sorceress."

Cure for a Lich: A wealthy cleric gives the player characters a potion that he claims will return a lich to its mortal form and restore its soul. This cleric, who is a distant relative of this lich, wants the player characters to find the lich and make sure it imbibes the potion. How will the players convince - or trick - or force - the lich to actually drink the potion? Could be interesting...





Appendix I

New Templates and Monsters

New Templates

As per "regular" liches, the lich sub-types are not a standard monster type, but rather a template to be added to an existing character or creature. The standard lich template can be found in the MM; the sub-type templates below may reference this original template.

DRACOLICH

Like humans and other humanoid races, dragons can also choose to assume a lich form. These specialized liches - known to most mortals as dracoliches - are rare and fearsome beasts. Dragons choosing to become dracoliches generally do so for specific and nefarious purposes, as the long lifespan of a dragon makes the "immortality" that comes from lichdom seem rather insignificant to the draconian beasts.

Apart from tattered membranes still holding the wing bones together, dracoliches quickly lose all their flesh. They resemble animated skeletons, held together only by evil magic. Dracoliches are feared and reviled by all living dragonkind, even the evil chromatic dragons; to a living dragon, embracing lichdom involves the deliberate rejection of the dragon culture and way of life. If dragons discover the existence of a dracolich, they will often band together for the single purpose of destroying the evil beast.

Creating a Dracolich

HIT DICE: Same as the dragon.

SPEED: Same as the dragon.

AC: The dracolich gains +8 to its natural armor.

DAMAGE: In addition to its formidable natural weapons, the dracolich gains a touch attack that uses negative energy to deal $2d8+8$ points of damage to living creatures; a successful Will save with a DC of $8 + 1/2$ the dracolich's HD reduces the damage by half. Dracoliches can use either their natural weapons or this touch attack.

SPECIAL ATTACKS: A dracolich keeps all of the dragon's special attacks and also gains those listed below. All saves have a

DC of $8 + 1/2$ the dracolich's HD unless otherwise noted.

Fear Aura (Su): As per the lich or as per the dragon's frightful presence, whichever is greater.

Paralyzing Touch (Su): As per the lich.

Death Weapon (Su): In addition to retaining its natural breath weapons, a dracolich may choose once per day to unleash an alternate breath weapon of pure black necromantic energy. This "death weapon" takes the same basic line/cone shape of its natural breath weapon, as well as the same range. However, all those caught within the energies of this necromantic blast must make a successful Fort save or be instantly slain. Creatures that successfully save still take $12d6$ points of damage (successful Ref save reduces by half). Slain creatures not *resurrected* or *blessed* before burial will rise from the dead $1d6$ days later as an undead zombie.

Spells: As per the lich.

SPECIAL QUALITIES: A dracolich retains all of the dragon's special qualities except those that are magic-based. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): A dracolich has +12 turn resistance.

Damage Reduction (Su): A dracolich has damage reduction $15/+2$ or its original damage reduction, whichever is greater.

Immunities (Ex): Dracoliches are immune to cold, fire, electricity, polymorph, and mind affecting attacks. They also retain their original dragon immunities. Their lich immunities take precedence over any vulnerabilities they may have possessed as a dragon - for example, a red dragon turned into a dracolich would become immune to cold attacks, and would no longer take double damage from cold-based attacks.

SAVES: +4 to all saves.

ABILITIES: A dracolich gains +8 to Strength and Dexterity and +4 to Charisma. As an undead creature, it has no Constitution score.

SKILLS: As per the lich.

FEATS: Same as the dragon.

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary

CHALLENGE RATING: Same as the dragon +6

TREASURE: Double standard

ALIGNMENT: Any evil

ADVANCEMENT: Same as the dragon.





Dracolich Characters

Any dragon of the Adult age category or greater. These dragons also must meet the standard magical feat and skill requirements required to become a lich.

Dracolich Phylacteries

A dracolich's phylactery costs a minimum of 190,000 gp and 7,700 XP to create, and possesses a caster level equal to the HD of its dragon creator when it is made. A "standard" dracolich phylactery is of Medium size and has a hardness rating of 40, 100 hit points, and a break DC of 60. Should the dragon so desire, a more elaborate and expensive phylactery can be created; as with a standard lich, this extra expense in creating a phylactery aids in the process of successfully creating a dracolich, as noted below. For each additional 60,000 gp used in creating the phylactery, the vessel for the lich's life-force increases its hardness rating and DC by 2, and gains 5 additional hit points. A maximum of 550,000 gp can be spent in the creation of the dracolich's phylactery. Dracoliches failing the *join the soul* spell do not become semi-liches, but are instead irrevocably destroyed upon drinking the potion of undead life.



SAMPLE DRACOLICH

HUGE UNDEAD (ADULT GREEN DRAGON)

HIT DICE: 22d12+110 (253 hp)

INITIATIVE: +4 (Improved Initiative)

SPEED: 40 ft., fly 150 ft. (poor)

AC: 35 (-2 size, +27 natural)

ATTACKS: Bite +28 touch, 2 claws +23 melee, 2 wings +23 melee, tail slap +23 melee, crush +23 melee

DAMAGE: Bite 2d8+8 negative energy and paralysis, 2 claws 2d6+4, 2 wings 1d8+4, tail slap 2d6+4, crush 2d8+4

FACE/REACH: 10 ft. by 20 ft./10 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch, death weapon, frightful presence, breath weapon, spells, spell-like abilities

SPECIAL QUALITIES: Turn resistance +12, DR 15/+2, immunities, blindsight, keen senses, SR 21, water breathing

SAVES: Fort +22, Ref +17, Will +16

ABILITIES: Str 27, Dex 10, Con -, Int 16, Wis, 17, Cha 16

SKILLS: Bluff +26, Climb +18, Concentration +28, Diplomacy +21, Escape Artist +10, Knowledge (arcana) +15, Knowledge (nature) +15, Listen +28, Search +26, Spellcraft +26, Spot +28

FEATS: Alertness, Cleave (claws), Flyby Attack, Improved Initiative, Power Attack, Snatch

CLIMATE/TERRAIN: Blighted forests or underground

ORGANIZATION: Solitary

CHALLENGE RATING: 18

TREASURE: Double standard

ALIGNMENT: Always lawful evil

ADVANCEMENT: As green dragon

COMBAT

FEAR AURA (SU): As the lich (*fear* as 22nd lvl. sorcerer).

PARALYZING TOUCH (SU): As the lich.

DEATH WEAPON (SU): Once per day. 50 ft. cone. Fort save (DC 19) or death; successful save still means 12d6 damage (Ref save (DC 19) for half).

FRIGHTFUL PRESENCE (SU): As the dragon (DC 24).

BREATH WEAPON (SU): As adult green dragon - 50 ft. cone of corrosive (acid) gas; 12d6 damage (save DC 25).

SPELL-LIKE ABILITIES: 3/day - *suggestion*.

SPELLS: As Sor 6/7/6/4

IMMUNITIES (Ex): Immune to *sleep*, paralysis, and acid.

WATER BREATHING (Ex): As the green dragon.





DROWLICH

When a drow becomes a lich, the end result is a particularly fearsome creature simply known as the drowlich. The creation process for a drowlich is no different than that of a standard lich; however, the drow's affinity for evil and its long years of existence in the underdark somehow serve to enhance the necromantic power that gives the drowlich its undead existence.

For reasons that most sages still do not understand, drowliches are not reviled by the living drow. While most drow do not actively seek to become drowliches, it is not unheard of for drow kingdoms in the underdark to be openly led by drowlich leaders. Drowliches appear noticeably different from living drow, as the remnants of their flesh quickly change from the normal blackish hue of a living drow to a dull and dead gray color.

Creating a Drowlich

HIT DICE: Increase to d20

SPEED: Double the character's original speed

AC: The drowlich has +8 natural armor or the character's natural armor class, whichever is better.

DAMAGE: Drow without natural attacks gain a touch attack that uses negative energy to deal 3d6+6 points of damage to living creatures; a successful Will save with a DC of 10 + drowlich's HD + drowlich's Charisma modifier reduces the damage by half. Drow possessing natural attacks can use either their natural weapons or this touch attack.

SPECIAL ATTACKS: A drowlich keeps all of the character's special attacks and also gains those listed below. All saves have a DC of 12 + 1 per the semi-lich's HD unless otherwise noted.

Fear Aura (Su): The powerful drowliches are surrounded by a horrific aura of negative energy. Creatures of less than 8 HD in a 100 foot radius from the drowlich must make a successful Will save or be affected as though by a *fear* spell as cast by a sorcerer of the drowlich's level.

Paralyzing Touch (Su): As per the lich.

Spells: As per the lich.

SPECIAL QUALITIES: A drowlich retains all of the character's special qualities. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): A drowlich has +10 turn resistance.

Damage Reduction (Su): The body of the warlich has damage reduction 15/+2.

Invisibility (Sp): Once per day, a drowlich may turn invis-



ible as per the *improved invisibility* spell, as cast by a sorcerer of 16th level.

Screen (Sp): A screen spell is permanently in effect upon the drowlich. Any creature attempting to use a scrying spell or device on the drowlich's location will never see the drowlich.

Immunities (Ex): As per the lich.

SAVES: +2 to all saves.

ABILITIES: A drowlich gains +4 to Strength and Dexterity and +2 to Charisma. As an undead creature, it has no Constitution score.

SKILLS: Drowliches receive a +10 racial bonus to Gather Information, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise, same as the character.

FEATS: Same as the character.

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary or troupe (1 lich, plus 2-4 vampires and 5-8 vampire spawn)

CHALLENGE RATING: Same as the character +6

TREASURE: Standard

ALIGNMENT: Any evil

ADVANCEMENT: By character class





SAMPLE DROWLICH

MEDIUM-SIZE UNDEAD

HIT DICE: 14d20+3 (150 hp)

INITIATIVE: +8 (+4 Dex, +4 Improved Initiative)

SPEED: 60 ft.

AC: 30 (+4 Dex, +10 natural, +2 ring of protection, +3 bracers of armor, +1 amulet of natural armor)

ATTACKS: Touch +7 melee; or masterwork light crossbow +11 ranged

DAMAGE: Touch 3d6+6 negative energy; or crossbow 1d8

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch, spells, spell-like abilities

SPECIAL QUALITIES: Turn resistance +10, DR 15/+2, SR 24, immunities, invisibility, screen, drow traits

SAVES: Fort +6, Ref +12, Will +12

ABILITIES: Str 10, Dex 18, Con -, Int 22, Wis 12, Cha 6.

SKILLS: Alchemy +20, Concentration +17, Intimidate +6, Knowledge (arcana) +22, Knowledge (war) +23, Listen +3, Scry +15, Search +18, Sense Motive +16, Spellcraft +22, Spot +13

FEATS: Brew Potion, Combat Casting, Craft Wondrous Item, Heighten Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Toughness

CLIMATE/TERRAIN: Any land or underground

ORGANIZATION: Solitary

CHALLENGE RATING: 20

TREASURE: Standard

ALIGNMENT: Lawful evil (always evil)

ADVANCEMENT: By character class

COMBAT

FEAR AURA (Su): As the lich (fear as 14th lvl. sorcerer).

PARALYZING TOUCH (Su): As the lich.

SPELLS: As Wiz 4/6/6/5/5/4/4/2

IMMUNITIES (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

DROW TRAITS: Darkvision, light blindness, +2 to saves against enchantment spells, spell resistance, spell-like abilities

SPELL-LIKE ABILITIES (Sp): 1/day - dancing lights, darkness, and faerie fire

EQUIPMENT: Masterwork light crossbow, masterwork crossbow bolts (10), cloak of resistance +2, ring of protection +2, gloves of dexterity +2, bracers of armor +3, amulet of natural armor +1, scroll: incendiary cloud (15), power word, stun (13), solid fog (7); headband of intellect +2, wand of magic missile (9) (charges: 25)

Drowlich Characters

Any drow spellcaster that meets the required standards. Half-drow or other creatures of drow blood (such as the burol) attempting to become a lich always become the standard lich; only pureblooded drow can become a drowlich.

Drowlich Phylacteries

Identical to that of a standard lich. Drowliches failing the *join the soul* spell become semi-liches.

NOVALICH

The novalich is not a typical lich in that it does not seek immortality. Instead, it seeks to cheat death for a brief, limited time for the sole purpose of completing one specific task. From the moment the undead novalich re-enters the material world, it has exactly one year in which to complete its one incomplete task, which must be designated by the character during the creation process. When the year is up - or when the novalich finally completes its task, whichever comes first - the novalich's physical body explodes in a torrent of necromantic energy, utterly destroying the novalich and causing 4d10+10 points of damage to any living creature within a 100 foot radius of the novalich. No saving throw is available to those caught within this blast radius.

Physically, it is almost impossible to discern a novalich from its living form. Novaliches do not acquire the foul stench that liches and other lich sub-types do. Their brief existence and the concentrated necromantic forces coursing through their bodies combine to limit the extent of decomposition in their physical form. In fact, novaliches have often been confused with vampires, as the only obvious visible clues to noticing a novalich are its pale skin and pronounced veins.

Creating a Novalich

HIT DICE: Increase to d12

SPEED: Same as the character

AC: The novalich has +10 natural armor or the character's natural armor class, whichever is better.

DAMAGE: Creatures without natural weapons gain a touch attack that uses negative energy to deal 2d10+10 points of damage to living creatures; a successful Will save with a DC of 10 + 1/2 novalich's HD + novalich's Charisma modifier reduces the damage by half. Creatures with natural attacks can use either





their natural weapons or this touch attack.

SPECIAL ATTACKS: A novalich keeps all of the character's special attacks and also gains those listed below. All saves have a DC of 12 + 1/2 philolich's HD + philolich's Charisma modifier unless otherwise noted.

Fear Aura (Su): As per the lich.

Paralyzing Touch (Su): As per the lich.

Bolt of Draining (Su): Twice per day, a novalich can spew forth a powerful bolt of negative energy from its undead jaws in a line 5 feet high and 5 feet wide, extending outward 10 feet + 10 feet for each of the novalich's HD. Any living creature in the path of this bolt that fails to make a Fort saving throw takes 2d6 points of damage; in addition to this, if the novalich has taken any damage, the hit points lost by the affected target are immediately gained by the novalich, up to its maximum.

Spells: As per the lich.

SPECIAL QUALITIES: A novalich retains all of the character's special qualities. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): A novalich has +12 turn resistance.

Damage Reduction (Su): The body of the novalich has damage reduction 20/+2.

Immunities (Ex): As per the lich.

SAVES: +4 to all saves.

ABILITIES: A novalich gains +2 to Strength and Dexterity, and +4 to Intelligence and Wisdom. As an undead creature, it has no Constitution score.

SKILLS: As per the lich

FEATS: Same as the character

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary

CHALLENGE RATING: Same as the character +4

TREASURE: Double standard

ALIGNMENT: Any evil

ADVANCEMENT: By character class

Novalich Characters

As per a lich - limited to sorcerers, wizards, and clerics. A spellcaster cannot turn another subject into a novalich; the only character that a spellcaster can turn into a novalich is himself.

Novalich Phylacteries

Identical to that of a lich. Novaliches failing the *join the soul* spell become semi-liches.

SAMPLE NOVALICH

MEDIUM-SIZE UNDEAD

HIT DICE: 19d12+3 (127 hp)

INITIATIVE: +7 (+3 Dex, +4 Improved Initiative)

SPEED: 30 ft.

AC: 29 (+10 natural, +2 ring of protection, +5 bracers of armor, +2 amulet of natural armor)

ATTACKS: Touch +8 melee, +1 halfspear +9 melee

DAMAGE: Touch 2d10+10, +1 halfspear 1d6

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch, bolt of draining, spells

SPECIAL QUALITIES: Turn resistance +12, DR 20/+2, immunities

SAVES: Fort +11, Ref +13, Will +16

ABILITIES: Str 8, Dex 16, Con -, Int 18, Wis 12, Cha 25

SKILLS: Alchemy +7, Concentration +22, Diplomacy +9, Knowledge (arcana) +12, Spellcraft +22

FEATS: Brew Potion, Combat Casting, Craft Wand, Dodge, Improved Initiative, Maximize Spell, Spell Penetration, Toughness

CLIMATE/TERRAIN: Any land or underground

ORGANIZATION: Solitary

CHALLENGE RATING: 23

TREASURE: Double standard

ALIGNMENT: Neutral evil (always evil)

ADVANCEMENT: By character class

COMBAT

FEAR AURA (Su): As the lich (*fear* as 19th lvl. sorcerer).

PARALYZING TOUCH (Su): As the lich.

BOLT OF DRAINING (Su): 2/day - Ranged bolt of negative energy 5 feet wide, 5 feet high, 200 feet long. Inflicts 2d6 hit points of damage (Fort save, DC 27); lost hit points added to novalich's hit points.

SPELLS: As Sor 6/8/8/8/7/7/7/6/4

IMMUNITIES (Ex): As the lich

EQUIPMENT: +1 halfspear, amulet of natural armor +2, scroll: *maze* (16), *meteor swarm* (18), *summon monster IX* (18), *gloves of dexterity* +2, *cloak of displacement, major* (50 percent miss chance), *ring of wizardry (II)*, *potion of cure moderate wounds* (3), *ring of protection* +2, *bead of force*, *bracers of armor* +5, *cloak of charisma* +6.





PHILOLICH

A philolich is a specialized lich sub-type that is inexorably linked to a lich. Philoliches can only be created by another lich; the philolich cannot be created by a living spellcaster. The living subject that becomes a philolich is usually either one of the undead creature's fanatical "servants of the lich" or is emotionally connected to the lich in some other way, such as a child or a husband/wife of the lich when it was mortal whose love did not falter when the lich chose to become undead. Likewise, the lich still feels an emotional connection to this living person... and so chooses to have that person join them in their immortality by turning them into a philolich.

Philoliches are less powerful than their lich creators/partners. They essentially exist only to be with their lich creators, and have little interest in other things. When a philolich is created, a bond between the lich and the philolich is forged that lasts until either the lich or philolich is permanently destroyed. The philolich cannot survive without its lich creator, and vice versa - should one have its phylactery permanently shattered, the other can only exist for 1d4 days before the pain of being finally separated from the other causes it to fade away into nothingness. While both lich and philolich are evil creatures, they share a twisted love that connects them in a singular undead existence.

Creating a Philolich

HIT DICE: Increase to d10

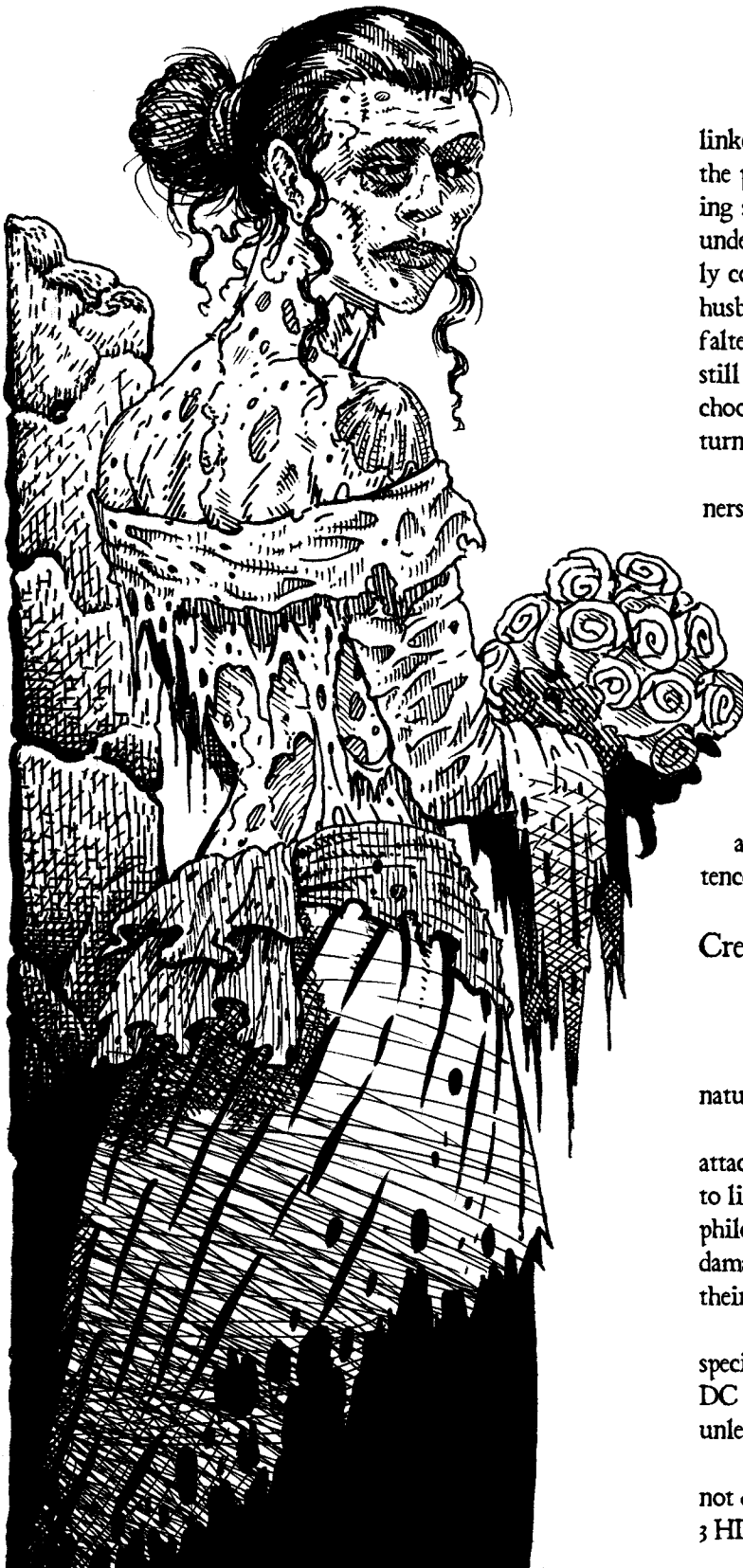
SPEED: Same as the character

AC: The philolich has +3 natural armor or the character's natural armor class, whichever is better.

DAMAGE: Creatures without natural weapons gain a touch attack that uses negative energy to deal 1d4+3 points of damage to living creatures; a successful Will save with a DC of 10 + 1/2 philolich's HD + philolich's Charisma modifier reduces the damage by half. Creatures with natural attacks can use either their natural weapons or this touch attack.

SPECIAL ATTACKS: A philolich keeps all of the character's special attacks and also gains those listed below. All saves have a DC of 10 + 1/2 philolich's HD + philolich's Charisma modifier unless otherwise noted.

Fear Aura (Su): The fear aura projected by a philolich is not quite as powerful as that of its creator. Creatures of less than 3 HD within a 30-foot radius that see the philolich must succeed





at a Will Save (DC 10 + 1/2 philolich's HD + philolich's Charisma modifier) or be affected as though by *fear* as cast by a sorcerer of 1/2 of the lich's level. The philolich may choose to drop this aura of fear if so desired.

Paralyzing Touch (Su): As per the lich.

Spells: As per the lich.

SPECIAL QUALITIES: A philolich retains all of the character's special qualities. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): As per the lich.

Damage Reduction (Su): The body of the philolich has damage reduction 10/+1.

Immunities (Ex): As per the lich.

Second Sight (Su): Once per day, a philolich may look through the eyes of its creating lich as if using a *crystal ball of telepathy*. The philolich sees what the lich sees, and knows what the lich is thinking.

Charm (Sp): By gazing into a character's eyes, a philolich can charm a target as per the *charm person* spell, as cast by a 12th-level sorcerer. This ability may be used three times per day.

SAVES: Same as the character

ABILITIES: A philolich gains +4 to Charisma, but being an undead creature, it has no Constitution score.

SKILLS: Philoliches receive a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Otherwise, same as the character.

FEATS: Same as character.

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Pair (with 1 lich)

CHALLENGE RATING: Same as the character +2

TREASURE: Standard

ALIGNMENT: Any evil

ADVANCEMENT: By character class

Philolich Characters

Philolich characters can be of any class. They can even be zero-level characters. The only requirement to become a philolich is to be willing and to have a lich capable of transforming the character.

Philolich Phylacteries

A philolich's phylactery costs a minimum of 78,000 gp and 3,100 XP to create, and possesses a caster level equal to that of its lich creator when it is made. This phylactery is of Tiny size and has a hardness rating of 14, 28 hit points, and a break DC of 28. Unlike that of a lich, a more elaborate and expensive phylactery makes no difference in creating a philolich. Failure of the *join the soul* spell during the creation of a philolich will change the character into a semi-lich.

A stench of death filled the air. As Dharion Khryll had expected, the rabble of angry peasants had amounted to nothing - once past the gates, most had made their way as far as the ballroom, where his traps had dispatched them. The few cunning ones who somehow survived hadn't made it past his pet basilisk in the first level of the catacombs. Pity. A part of the lich had hoped for a challenge. Still, the bodies could be used to make a lichling slave, and as for the basilisk's work, well... new statues in the main foyer were always welcome.

The door to the lich's sanctum swung open. Dharion Khryll looked up... and what he saw was a dream come true. His Elisha stood there, radiant as ever, her face more pale and gaunt than he remembered, her lips a touch more blood red, and a faint crimson glow lurked behind her eyes - a glow that Dharion Khryll knew would glow brighter over the days and weeks to come, as her eyes would most likely wither and rot. Still, what did such things matter? His wife was with him once more - was that not worth any price?

"Elisha?" asked Dharion Khryll.

The philolich entered the sanctum. It smiled a ghastly smile. "My love," answered the undead monster.





SAMPLE PHILOLICH

MEDIUM-SIZE UNDEAD

HIT DICE: 6d10 (33 hp)

INITIATIVE: +0

SPEED: 20 ft.

AC: 24 (+3 natural, +9 full plate +1, +2 large steel shield)

ATTACKS: Touch +6 melee or +2 morningstar +8 melee

DAMAGE: Touch 1d4+3 or +2 morningstar 1d8+2

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch, charm, spells

SPECIAL QUALITIES: Turn resistance +4, DR 10/+1, immunities, second sight

SAVES: Fort +6, Ref +2, Will +9

ABILITIES: Str 12, Dex 9, Con -, Int 10, Wis 16, Cha 16

SKILLS: Concentration +9, Spellcraft +9

FEATS: Brew Potion, Combat Casting, Scribe Scroll

CLIMATE/TERRAIN: Any land or underground

ORGANIZATION: Pair (with lich)

CHALLENGE RATING: 8

TREASURE: Standard

ALIGNMENT: Lawful evil (always evil)

ADVANCEMENT: By character class

COMBAT

FEAR AURA (Su): As the lich (*fear* as 3rd lvl. sorcerer).

PARALYZING TOUCH (Su): As the lich.

SPELLS: As Clr 5/4/4/3

CHARM (Sp): 3/day, gaze, as *charm person* (11th level caster)

IMMUNITIES (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

EQUIPMENT: +2 morningstar, +1 full plate armor, large steel shield, scroll: *cure light wounds* x3 (1), cloak of resistance +1, scroll: *silence* (3), potion of *blur* (3), potion of *levitate* (3), potion of *fly* (5).

SEMI-LICH

The semi-lich is sometimes called the "failed lich" by sages and scholars. It is a creature that attempted to become a lich and was mostly unsuccessful. This failure stems from its phylactery. While the physical form of the creature became imbued with necromantic force in order to animate it in an undead state, the semi-lich's original life force - its soul - was never successfully captured and bonded to the prepared phylactery. Without the phylactery, the creature's original life force dissipated into nothingness, leaving behind only a ghastly undead monster inhabiting the creature's original body.

Physically, a semi-lich is far more imposing than an ordinary lich. The necromantic magic that normally would have been used to maintain a link between the lich and its phylactery becomes entirely dedicated to the semi-lich's physical form. Semi-liches tend to retain more flesh and muscle than a lich, and they often grow slightly larger and stronger than they were in life. Their bodies decay at a much slower rate than those of lichens, and unless destroyed in combat, semi-liches can exist throughout eternity. Sadly, their minds are only shattered remnants of what they once were. Semi-liches retain none of the memories or knowledge that they originally possessed. They may retain some of their basic skills, and may show some dim recognition of things they knew in life, but for the most part semi-liches are mindless, hulking savage beasts that do not possess even a trace of their mortal selves.

Creating a Semi-lich

HIT DICE: Increase to dr2

SPEED: Half of the character's original speed

AC: The semi-lich has +10 natural armor or the character's natural armor class, whichever is better.

DAMAGE: Creatures without natural weapons gain a touch attack that uses negative energy to deal 2d6+6 points of damage to living creatures; a successful Will save with a DC of 12 + the semi-lich's HD reduces the damage by half. Creatures with natural attacks can use either their natural weapons or this touch attack.

SPECIAL ATTACKS: A semi-lich keeps all of the character's special attacks and also gains those listed below. All saves have a DC of 12 + the semi-lich's HD unless otherwise noted.

Fear Aura (Su): As per the lich.

Paralyzing Touch (Su): As per the lich.

Spells: The failed magic that turned the character into a





semi-lich instead of a lich has robbed the semi-lich of all magical ability. Any spells that the character might have once possessed are lost.

SPECIAL QUALITIES: A semi-lich retains all of the character's special qualities except those that are magic-based. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): A semi-lich has +6 turn resistance.

Damage Reduction (Su): The beastly body of the semi-lich is incredibly powerful, giving the monster damage reduction 20/+2.

Immunities (Ex): Semi-liches are immune to cold, fire, electricity, polymorph, and mind affecting attacks.

SAVES: +2 to Fort and Ref saves; -2 to Will saves.

ABILITIES: A semi-lich gains +2 to Strength and Dexterity, but -4 to Intelligence and -2 to Wisdom. As an undead creature, it has no Constitution score.

SKILLS: Semi-liches receive a +12 racial bonus to Hide, Listen, Move Silently, Sense Motive, and Spot checks. They lose all Int-based skills that the character might have once possessed. Otherwise, they retain the same skills as the character.

FEATS: All metamagic and special feats are lost to the semi-lich. Otherwise, same as character.

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary

CHALLENGE RATING: Same as the character +4

TREASURE: Standard

ALIGNMENT: Any evil

ADVANCEMENT: By character class

Semi-lich Characters

As per a lich or any of the other lich sub-types, except for the dracolich. Characters becoming semi-liches certainly do not intend to become one; instead, they seek to retain their mind when becoming "immortal."

Semi-lich Phylacteries

Semi-liches are the only lich sub-type that do not require phylacteries. Destroying a semi-lich's physical body will permanently destroy the creature.

SAMPLE SEMI-LICH

MEDIUM-SIZE UNDEAD

HIT DICE: 18d12+3 (156 hp)

INITIATIVE: +8 (+4 Dex, +4 Improved Initiative)

SPEED: 30 ft.

AC: 34 (+4 Dex, +10 natural, +2 amulet of natural armor, +2 ring of protection, +6 bracers of armor)

ATTACKS: Touch +9 melee, dagger +9 melee

DAMAGE: Touch 2d6+6 negative energy, dagger 1d4+1

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch

SPECIAL QUALITIES: Turn resistance +6, DR 20/+2, immunities, elven traits, low-light vision

SAVES: Fort +5, Ref +9, Will +13

ABILITIES: Str 10, Dex 18, Con -, Int 14, Wis 12, Cha 8

SKILLS: Hide +12, Listen +27, Search +9, Sense Motive +12, Spot +27

FEATS: Improved Initiative, Lightning Reflexes, Toughness

CLIMATE/TERRAIN: Any land or underground

ORGANIZATION: Solitary

CHALLENGE RATING: 20

TREASURE: Standard coins; double goods; double items

ALIGNMENT: Neutral evil (always evil)

ADVANCEMENT: By character class

COMBAT

FEAR AURA (Su): As the lich (*fear* as 18th level sorcerer).

PARALYZING TOUCH (Su): As the lich.

IMMUNITIES (Ex): Immune to cold, fire, electricity, polymorph, and mind-affecting attacks.

POSSESSIONS: +1 dagger, amulet of natural armor +2, ring of protection +2, gloves of dexterity +2, bracers of armor +6, ring of wizardry (I), scroll of maze (15) and summon monster IX (17), staff of frost (50 charges).





WARLICH

Warliches are warriors who desire to continue their fighting ways onward past the grave. Spellcasters cannot turn themselves into warliches; they can only change others into this undead monster. The spellcaster turning a warrior into a warlich can either be living or undead. Typical warliches are powerful kings or nobles who employ a skilled wizard to turn them into the undead warlich.

Warliches look fairly similar to "regular" liches. The noticeable difference between the two is that the warlich sub-type has elongated, sharpened bones extending from the fingers, elbows, and other joints that can be used as spiked weapons. Warliches also tend to dress in plate armor and wield powerful melee weapons, unlike more traditional liches. Warliches essentially exist to kill, whether for pleasure or some "higher" purpose, and the actions they take invariably involve the destruction of others. Warliches tend to maintain a higher profile existence than their other lich brethren; as such, their span of existence is generally a lot shorter, as adventurers often hunt down and destroy these malevolent, undead killing machines.

Creating a Warlich

HIT DICE: Increase to dz

SPEED: Double the character's original speed

AC: The warlich has $+14$ natural armor or the character's natural armor class, whichever is better.

ATTACKS/DAMAGE: Creatures without natural weapons gain a touch attack that uses negative energy to deal $2d10+10$ points of damage to living creatures; a successful Will save with a DC of $12 +$ the warlich's HD $+$ warlich's Charisma modifier reduces the damage by half. Sharpened bone spurs and claws extending from the warlich's skeletal fingers and elbows can also be used against both living and non-living creature to deal $3d6$ points of damage $+$ warlich's Strength modifier. Creatures with natural attacks can use either their natural weapons, the bone spur or claw attack, or the negative energy touch attack.

SPECIAL ATTACKS: A warlich keeps all of the character's special attacks and also gains those listed below. All saves have a DC of $12 +$ the warlich's HD $+$ warlich's Charisma modifier unless otherwise noted.

Fear Aura (Su): As per the lich.

Paralyzing Touch (Su): As per the lich.

Negative Weapon (Su): Once per day, the warlich can focus all of its negative necromantic energies and channel those forces into a melee weapon that it wields. The melee weapon must be of $+2$ enchantment or better; otherwise, the energy is too powerful for the weapon and it will shatter. The warlich does not need to make an attack roll when utilizing this necromantic weapon. It automatically strikes its target for maximum damage as a critical hit. Once the target is struck, the necromantic energy dissipates. Damage is calculated as per the weapon used and by the warlich's own appropriate abilities.

Spells: None.

SPECIAL QUALITIES: A warlich retains all of the character's special qualities. In addition, the following qualities are gained, as is the undead type.

Turn Resistance (Ex): A warlich has $+6$ turn resistance.

Damage Reduction (Su): The body of the warlich has damage reduction $20/+2$.

Immunities (Ex): As per the lich.

SAVES: $+2$ to all saves.

ABILITIES: As per the lich.

SKILLS: Warliches receive a $+10$ racial bonus to Diplomacy, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise, same as the character.

FEATS: Same as the character.

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary or squad (warlich plus 2-12 zombies or skeletons)

CHALLENGE RATING: Same as the character $+6$

TREASURE: Double standard

ALIGNMENT: Any evil

ADVANCEMENT: By character class

Warlich Characters

Any fighter or fighter sub-type, including multiclassed fighters, can become a warlich. Since the character relies on another spellcaster to complete the transformation into a warlich, the character must fully understand and voluntarily desire to become a warlich in order for the transformation to succeed.

Warlich Phylacteries

Identical to that of a standard lich. Warliches failing the *join the soul* spell become semi-liches.





SAMPLE WARLICH

MEDIUM-SIZE UNDEAD

HIT DICE: 13d12 (85 hp)

INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)

SPEED: 60 ft.

AC: 39 (+14 natural, +1 Dex, +10 full plate +2, +3 large steel shield +1, +1 ring of protection)

ATTACKS: Touch +17 melee and 2 bone spurs +17 melee, or +2 bastard sword +19 melee; or +1 mighty composite longbow +16 ranged

DAMAGE: Touch 2d10+10 and 2 bone spurs 3d6+4, or +2 bastard sword 1d10+6; or +1 mighty composite longbow with +1 arrows 1d6+1

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Fear aura, paralyzing touch, negative weapon

SPECIAL QUALITIES: Turn resistance +6, DR 20/+2, immunities

SAVES: Fort +12, Ref +7, Will +7

ABILITIES: Str 18, Dex 13, Con -, Int 10, Wis 12, Cha 8

SKILLS: Climb +14, Diplomacy +9, Intimidate +9, Jump +14, Hide +11, Listen +11, Move Silently +11, Search +11, Sense Motive +11, Spot +11

FEATS: Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (composite longbow), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

CLIMATE/TERRAIN: Any land or underground

ORGANIZATION: Solitary

CHALLENGE RATING: 19

TREASURE: Double standard

ALIGNMENT: Chaotic evil (always evil)

ADVANCEMENT: By character class

COMBAT

FEAR AURA (Su): As the lich (fear as 13th level sorcerer).

NEGATIVE WEAPON (Su): 1/day - specified melee weapon inflicts maximum damage with critical; weapon chosen must be of +2 enchantment or better.

PARALYZING TOUCH (Su): As per the lich

IMMUNITIES (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

Possessions: +1 mighty composite longbow, +1 arrows (20), +2 bastard sword, +2 full plate armor, +1 large steel shield, potion of endurance (3), cloak of resistance (+2), boots of speed, ring of protection (+1).

New Monsters

LICHLING

LARGE UNDEAD

HIT DICE: 8d12+3 (55 hp)

INITIATIVE: -1 (Dex)

SPEED: 30 ft.

AC: 13 (-1 size, -1 Dex, +5 natural)

ATTACKS: Slam +7 melee

DAMAGE: Slam 2d6+7

FACE/REACH: 10 ft. by 10 ft./10 ft.

SPECIAL ATTACKS: Cold touch

SPECIAL QUALITIES: Immunities, vulnerability, regeneration, undead, partial actions only

SAVES: Fort +2, Ref +1, Will +6

ABILITIES: Str 21, Dex 8, Con -, Int -, Wis 10, Cha 1

FEATS: Toughness

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary or pair

CHALLENGE RATING: 5

TREASURE: None

ALIGNMENT: Always neutral

ADVANCEMENT: 9-11 HD (Huge); 12-24 HD (Gargantuan)

Lichlings are undead servitors that are created by their lich masters. Mortal wizards are unable to create lichlings; only undead wizards (liches and vampires) are capable of doing so. Lichlings are human-sized shambling compilations of bones and bone fragments. They do not, however, look like skeletons, as the mass of bones that gives them a vaguely humanoid shape are thrown together in an entirely random order. A lichling might have a skull for a fist, and a face comprised entirely of rib bones. A lichling can lie in wait as an ordinary-looking pile of bones, then assemble itself into a humanoid form in a single round.

Lichlings primarily exist to fight and defend a lich's lair, and to perform menial tasks that mortals would normally perform. They have no will of their own, and are incapable of performing any action without specific guidance from their undead masters.

COMBAT

Lichlings only fight when directed to do so by their lich masters. Left to their own devices, they typically just charge





their foes, immediately using their cold touch attack and then standard attacks until either they or their enemies are destroyed. Under direct guidance of a lich, though, they can be directed to be more discerning with their attacks. If a battle area is known in advance, liches often litter that area with large quantities of bones, in order to aid the regeneration of their lichlings.

UNDEAD: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

IMMUNITIES: In addition to their standard undead immunities, lichlings are also immune to cold- and electrical-based attacks.

VULNERABILITY: Lichlings take double normal damage from all fire-based attacks.

REGENERATION (SU): If reduced to zero hit points, the skulls and bones that make up the lichling's body will collapse in a pile then regroup in 3d6 rounds and reform at full strength and hit points. Fire is the only way to completely destroy a lichling's bones and keep it from reforming. Normal fire will delay the lichling's reforming, causing it to make itself whole in 3d6 days instead of 3d6 rounds. Magic-based fire will completely destroy the components of the broken lichling.

COLD TOUCH (SU): Once per day, the lichling can attempt a cold touch attack on a target instead of a slam attack. When the lichling successfully strikes its target, the target must make a successful Fort save (DC 18) or be affected by painful magical chills. These chills cause the target's Strength, Constitution, and Dexterity to each be reduced temporarily by -4 for 2d4 rounds. The target also suffers a -6 penalty to initiative during this time period.

LICHWARG

MEDIUM-SIZE UNDEAD

HIT DICE: 4d12 (26 hp)

INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)

SPEED: 50 ft.

AC: 13 (+1 Dex, +2 natural)

ATTACKS: Bite +5 melee

DAMAGE: Bite 1d8+5

FACE/REACH: 5 ft. by 5 ft./5 ft.

SPECIAL ATTACKS: Cold touch

SPECIAL QUALITIES: Undead, immunities, acute senses

SAVES: Fort +2, Ref +1, Will +6

ABILITIES: Str 17, Dex 12, Con -, Int -, Wis 10, Cha 11

FEATS: Improved initiative

CLIMATE/TERRAIN: Any land and underground

ORGANIZATION: Solitary, pair, or pack (4-7)

CHALLENGE RATING: 3

TREASURE: None

ALIGNMENT: Always evil

ADVANCEMENT: 5-8 HD (Large); 9-24 HD (Huge)

Lichwargs are undead wolves created by a lich sorcerer or wizard with an *animate dead* spell. These evil creatures resemble skeletal wolves with bits and pieces of flesh and fur still attached to their undead bodies. They are deliberately cruel creatures, taking pleasure in their kills and drawing out the pain they inflict on others whenever possible.

COMBAT

Lichwargs are cunning hunters, best suited for working together in a pack. Though they typically fight per their lich master's directives, they are excellent hunters, able to stalk and bring down a single enemy with ease. Against multiple foes, lichwargs rarely use direct attacks - instead, they attempt to herd and funnel their foes into small, enclosed areas with no escape routes; these areas often are trapped, or have some other ally of the lichwarg waiting to attack, such as their lich master.

UNDEAD: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

IMMUNITIES: Lichwargs have immunity to all cold- and electrical-based attacks.

ACUTE SENSES (SU): A lichwarg can sense any living being within a 1,000 foot radius of itself. This includes creatures that are *invisible* or otherwise magically cloaked from sight. While the lichwarg is still not able to directly see such hidden foes and still suffers appropriate combat penalties when fighting them, it is always able to close within 10 feet of these enemies and begin a specialized howling, one that indicates to its master that a hidden enemy is near.

COLD TOUCH (SU): Once per day, the lichwarg can attempt a cold touch attack on a target instead of its standard bite attack. When the lichwarg successfully hits its foe, that foe must make a successful Fort save (DC 16) or be affected by painful magical chills. These chills cause the target's Strength, Constitution, and Dexterity to each be reduced temporarily by -2 for 1d4 rounds.





Appendix 2

Lich NPCs

Dharion and Elisha Khryll

Dharion Khryll

Even in life, Dharion Khryll was a sinister mage with interests in the darker side of wizardry. A promising student at the renowned Academy of the Eternal Magicks, Khryll was thrown out of the Academy before completing his studies because of his repeated forays into the restricted sections of the Academy's libraries - those sections dealing with necromancy and other evil arts. Undeterred by this setback, Khryll wandered the world in pursuit of the knowledge forbidden to him, seeking mentors and masters to teach him what the Academy would not. His quest was long and hard, but after years of painstaking work he achieved his goal, becoming a wizard of formidable power... and a master of necromancy. Setting up his residence high in a secluded keep in the mountains, Khryll ensured his infamy by becoming a mercenary sage and wizard to many ambitious nobles and magicians throughout the surrounding area. While not always the most charming of men, Khryll was smart enough to strike some alliances with the more powerful lords and ladies in the area, providing them with knowledge and magic in return for their protection.

Dharion Khryll probably would have been little more than a blight in the history books had it not been for the fateful day when a skilled thief named Elisha Varas decided to rob Khryll's keep. Normally, finding a thief in the heart of his alchemy chambers would have meant the casting of a spell and the death of a thief. But inexplicably, Dharion Khryll did not kill the thief. Instead, he found himself strangely attracted to the young, impetuous thief... and even stranger, the thief was attracted to him. The two immediately struck up a friendship, then a partnership. With Elisha's skills as a thief, she was able to "acquire" even more valuable objects and treasures with the aid of Khryll's magical talents... and Khryll was able to easily obtain forbidden tomes of knowledge that had once been far beyond his evil grasp. Dharion Khryll and Elisha Varas had indeed found perfect matches in each other. A short two years after Dharion Khryll had discovered Elisha looting his alchemy

chambers, the wizard and the thief were wed.

Alas, the marriage was not to last for long ... not while both were in mortal form, anyway. The necromantic spells and experiments performed by Dharion Khryll had taken a terrible toll upon his physical form, causing his health to fail far more quickly than that of an ordinary man. With his wife Elisha's help, he sought to find potions and spells that would restore him to his full strength; however, such efforts were for naught. Ordinary magic could only preserve his living existence for a few extra years, nothing more. Had this occurred ten years before, Dharion Khryll would have merely resigned himself to his fate, and would most likely have chosen to die. But the thought of being separated from his new love Elisha was unbearable. His knowledge of the dark arts told him that death was only one of many options. He knew for sure of one way to never be separated from Elisha's side...

Personality

Both in mortal and lich form, Khryll is arrogant to a fault. An obscenely bright individual, Dharion Khryll is still arguably one of the smartest creatures to be found throughout the lands surrounding his keep. However, Dharion Khryll believes he knows everything. If confronted about something about which the lich knows nothing, Khryll will still claim to have knowledge in that subject, and will often make up lies to prove his supposed knowledge. Dharion Khryll despises being made to look like a fool, and it is the one known weakness of the lich - he can be forced to make ridiculous promises or assertions against his better judgment if such promises help him avoid looking foolish.

Dharion Khryll can be charming and pleasant if need be; however, behind every word slipping forth from his tongue is a cold and calculated thought. He almost never acts irrationally or on impulse. The only exception to this is if his love Elisha is in danger. At that point, he can turn into little more than an animal, operating entirely on raw emotion instead of his typical cold logic.

Combat

Khryll is a scholar at heart, not a fighter. Like many lich-
es, he prefers to avoid combat whenever possible, unless the





fight is of his choosing and deliberately set up to ensure his victory. At the slightest sign that either his existence or Elisha's is in danger, he will flee battle. It is virtually impossible to set up a battle with Dharion and Elisha Khryll where they do not have an exit strategy devised.

When in combat, Dharion Khryll never engages in hand-to-hand combat unless absolutely forced to do so. He typically uses long-rang spells designed to damage first, then spells designed to disorient or confuse his foes. The latter spells are especially employed if he is in combat alongside Elisha, as his philolich bride will then close in on these disoriented opponents with melee weapons. Dharion Khryll can be a formidable opponent on his own; if confronted with Elisha, he is almost unbeatable.

DHARION KHRYLL: Male Human Lich Wizi6; CR 18; HD 16d12+3; hp 137; Init +5; Spd 30; AC 18; Atk +6 base melee (1d8+5 negative energy (DC 15, Will half) plus paralysis, touch) or +9 base ranged; +7 melee (1d6-1, +1 quarterstaff) or +10 ranged (1d8, masterwork light crossbow); SA Fear aura, paralyzing touch; SQ Damage reduction 15/+1, immunities (cold, electricity, polymorph), turn resistance +4, undead traits; AL LE; SV Fort +4, Ref +8, Will +13; Str 6, Dex 12, Con -, Int 23, Wis 16, Cha 15.

Possessions: Dagger, masterwork light crossbow, +1 quarterstaff, masterwork crossbow bolts (10), amulet of natural armor (+2), ring of protection (+2), gloves of dexterity (+2), bracers of armor (+3), pearl of power (3rd), scroll: wail of the banshee (17) and shapechange (17), potion of haste (5), headband of intellect (+4), wand of stonesskin (8) (charges: 25).

Skills: Alchemy +26, Concentration +19, Craft (painting) +12, Knowledge (arcana) +25, Knowledge (infernal) +18, Knowledge (mathematics) +14, Knowledge (war) +25, Scry +12, Spellcraft +27. **Feats:** Brew Potion, Combat Casting, Craft Wondrous Item, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Necromancy), Toughness.

Spells Known (Wiz 4/6/6/5/5/5/4/3/2): 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st - Animate Rope, Burning Hands, Change Self, Charm Person, Color Spray, Comprehend Languages, Feather Fall, Hold Portal, Mage Armor, Magic Missile, Summon Monster I; 2nd - Blur, Cat's Grace, Flaming Sphere, Invisibility; 3rd - Fireball, Flame Arrow, Fly, Haste; 4th -

Minor Globe of Invulnerability, Polymorph Self, Stonesskin, Summon Monster IV; 5th - Faithful Hound, Summon Monster V, Teleport, Wall of Force; 6th - Analyze Dweomer, Circle of Death, Globe of Invulnerability, Legend Lore; 7th - Banishment, Forcecage, Limited Wish, Mass Invisibility; 8th - Horrid Wilting, Incendiary Cloud, Mass Charm, Prismatic Wall.

Elisha Khryll

Elisha Varas was born an orphan and raised by thieves' guilds throughout many cities and kingdoms. Adventurous and afflicted by an insatiable wanderlust even in her earliest years, Elisha traveled far more as a youngster than most grizzled adventurers would ever dare to travel in an entire lifetime. While not evil by nature, Elisha never had much regard for laws or rules, and found the lifestyle of a thief and adventurer to be to her liking. As she grew into a young woman of great beauty, she was able to become a con artist and swindler of great skill as well.

Her life was dramatically changed when she was hired to steal a rare potion from a wizard named Dharion Khryll. She was caught in the act of stealing the potion, but the wizard spared her life. For whatever reason, the comely young thief found herself attracted to Dharion Khryll. Initially, this was because of all the opportunities that his sorcerous powers offered her, but over time, she came to fall in love with the wizard of his own merits. This act of love would unfortunately prove to be Elisha's doom, as the influence of Dharion Khryll upon her slowly changed her from a reckless but kind-hearted soul into a cruel and sadistic young woman. But her love for Dharion Khryll blinded Elisha to this; she consented to become Elisha Khryll and to marry the evil mage.

Shortly after their union, it became apparent that Dharion was dying. In order to preserve his existence, both the wizard and the thief decided that Dharion would have to become a lich. For Elisha, this was a simple decision. She never once believed that the necromantic processes would turn her love into an undead monster - indeed, she has never once referred to her husband as a "lich." Instead she chose to see the process of lichdom as "new life," something that would allow her and her husband to cheat death and remain together. So, for fifteen years, she remained at her husband's side, even after his life had ended, content to be wedded to a lich. And when her own death began to approach, her own decision was equally simple...





Personality

Elisha Khryll is far more outgoing and sociable than her lich-wizard husband. Her tongue and wit is razor-sharp, and she can be incredibly personable and charming. She loves to talk, even to an enemy. However, she is deferential to a fault when it comes to Dharion Khryll, always letting him take the lead when they are both parleying with others and never contradicting him publicly, even if she knows he is wrong.

Combat

Skilled with a blade, Elisha has never been afraid to confront others with cold steel. Unlike Dharion Khryll, the philolich Elisha is hotheaded, and frequently jumps into fights at the slightest provocation. Such instances have become less and less frequent over time, though, as Dharion has been able to counsel her about different possibilities and strategies for combat. Her downfall would be if she were ever separated from her husband in combat; while cunning in her own right and an adept fighter, she does not possess the tactical sense that Dharion has, and she often fails to see anything beyond the immediate consequences of her actions.

ELISHA KHRYLL: Female Half-Elf Philolich Rog7; HD 7d10; hp 52; Init +7; Spd 30; AC 20; Atk +6 base melee (1d4+3 negative energy (DC 16, Will half) plus paralysis, touch) or +8 base ranged; +9 melee (1d6+3, +3 rapier) or +10 ranged (1d6+2, +2 mighty composite shortbow); SA Fear aura, paralyzing touch; SQ Damage reduction 10/+1, immunities (cold, electricity, polymorph), turn resistance +4, undead traits, second sight, charm, half-elven traits; AL CE; SV Fort +3, Ref +9, Will +2; Str 12, Dex 16, Con -, Int 12, Wis 9, Cha 17

Possessions: +3 rapier, +2 mighty composite shortbow, +2 studded leather, +1 buckler, masterwork arrows (20), silk rope (50 ft.), masterwork thieves tools, potion of haste (3), ring of invisibility, dust of tracelessness, cloak of resistance (+1).

Skills: Appraise +10, Bluff +13, Disable Device +12, Hide +20, Listen +19, Move Silently +20, Open Lock +14, Perform +3, Pick Pocket +7, Search +19, Spot +19, Tumble +12, Use Magic Device +10, Use Rope +5. **Feats:** Alertness, Improved Initiative, Shield Proficiency.

The Lich Lord Fortinbras

The name Fortinbras is one spoken only in hushed whispers by the drow of the underdark. He is a legendary monster among the drow - no small feat for a race of creatures often reviled as monsters in their own right. A drowlich is normally a creature that is accepted by drow society as a creature of power to be respected and admired, not feared - but the tyranny of Fortinbras was so great that the drowlich was sealed in a tomb by his own people.

Fortinbras was the ruler of an underdark city called Jornath. A skilled sorcerer and warrior, Fortinbras conquered a large section of the underdark and made it his own personal empire, much to the delight of the drow whom he ruled. Derro and duergar alike fell to his might, making Fortinbras a figure to be feared in life. But while his riches and power grew, the mad drow was not satisfied by what his actions had wrought. He saw his mortal body as a limitation. He felt that in order to become the conqueror that he dreamed to be, he would need the aid of great magic. With the aid of other drow wizards and sorcerers, he turned himself into a drowlich. As detestable as this might ordinarily seem, the act was not considered strange by the drow who served him.

But for Fortinbras, the act of becoming a drowlich made him obsessed with death and unconcerned with life. His ambitions grew greater, his conquests grew larger - but at a greater cost of life to the drow who followed him. Always obsessed by the game of chess, he began referring to his own followers as "pawns" - pieces to be sacrificed and discarded in the quest for his own personal glory. Even the drow, mad as they can be, soon began to see the folly of following a leader with no regard for their own existence, and so they began to plot against him.

A monument to honor Fortinbras' glory was built in the heart of Jornath. Fortinbras, somewhat honored by the gesture, stepped inside the monument at its unveiling... and was stunned when he suddenly found himself trapped inside enchanted marble walls. The "monument," was, in fact, a tomb of sorts... one designed to trap an undead drowlich until the end of time. But this never deterred Fortinbras from his grand plans. While no drow has seen Fortinbras for centuries, it is thought that he still walks through the lonely corridors of his own tomb, plotting revenge, and dreaming of conquests and war...

Personality

Fortinbras is a megalomaniac, pure and simple. He believes





himself to be a god-like being forced to deal with mortals in order to fulfill his mad dreams of glory. He rarely listens to others unless he believes that they might have anything of importance to say. He believes other beings to be little better than insects, which can be crushed on a whim. Fortinbras might be civil and treat another being with respect if he believed that individual to be his equal... but in all his centuries of existence, he has never found an individual worthy of that respect.

Combat

While arrogant, Fortinbras is not foolish when it comes to combat. He is a skilled spellcaster who uses spells to divide his enemies whenever possible, and usually then focuses upon the strongest of his perceived enemies. He rarely expends all his spells at once, preferring to always leave one or two powerful spells in reserve in case of dire emergencies. Fortinbras's love of strategy also leads him to test his opponents with various traps and puzzles. He will silently observe how his enemies react to such tests, letting him gauge how their minds work and judge what strategies they might choose to employ against him in combat.

Fortinbras: Male Drow Elf Drowlich Sor18; HD 18d20; hp 240; Init +7; Spd 30; AC 22; Atk +8 base melee or +12 base ranged; +11 melee (1d8, +3 shortspear) or +14 ranged (1d8, +2 light crossbow); SA Spell-like abilities; SQ Drow (Elf) traits; AL CE; SV Fort +6, Ref +9, Will +12; Str 8, Dex 16, Con -, Int 18, Wis 12, Cha 20.

Possessions: +2 light crossbow, dagger, +3 shortspear, masterwork crossbow bolts (10), amulet of natural armor (+2), scroll: maze (16), meteor swarm (18), and summon monster IX (18), gloves of dexterity (+2), wand of magic missile (9) (charges: 25), ring of wizardry (I), ring of protection +3, bead of force, bracers of armor (+5), cloak of charisma (+6).

Skills: Alchemy +14, Concentration +22, Knowledge (arcana) +14, Listen +3, Search +6, Spellcraft +25, Spot +3. Feats: Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Improved Initiative, Maximize Spell, Toughness.

Spells Known (Sor 6/8/7/7/7/6/6/5/3): 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Disrupt Undead, Light, Ray of Frost, Read Magic, Resistance; 1st - Burning Hands,Enlarge, Magic Missile, Ray of Enfeeblement, Reduce; 2nd - Acid Arrow, Cat's Grace, Flaming Sphere, Invisibility, Mirror Image; 3rd - Fireball, Fly, Haste, Sleet Storm; 4th - Black Tentacles, Confusion, Fear, Ice Storm; 5th - Hold Monster, Shadow Evocation, Summon Monster V, Telepathic Bond; 6th

- Chain Lightning, Contingency, Join the Soul; 7th - Finger of Death, Prismatic Spray, Simulacrum; 8th - Clone, Horrid Wilting; 9th - Wish.

Malstrathus the Mad

Lord of a minor barony in the Saerian Empire, the mage Malstrathus became obsessed at an early age with solving a centuries-old riddle - the secret of the Ruby Tower. Built before the advent of recorded history, the Ruby Tower stands in the center of the barony, with no hint or clue to its original purpose or its long-forgotten creators. No doors, gates, or other entrances exist that allow entry into the Tower - and those few who claim to have found entry to this enigmatic place always seem to vanish without trace, presumably lost somewhere within the walls of the Tower. Malstrathus made it his life's work to discover all the secrets of the Tower, even at the expense of his entire barony. Towards the end of Malstrathus' life, the barony was practically deserted, inhabited only by the mage and a few loyal servants. But Malstrathus did not care - through long decades of study and with pacts forged with infernal creatures, the obsessed mage drew ever closer towards gaining passage into the Tower, and to finally learning the answers to his lifelong questions.

At long last, the fateful day came when Malstrathus learned of a complex and secret magical spell that would unveil a gateway into the Tower. His body ravaged by time and the effects of unholy magicks, the mage prepared the proper incantations, and unleashed his might upon the Tower. A portal opened. Triumphant, Malstrathus entered the Tower, expecting to find the answers to a thousand unanswered questions... and instead found a small, empty chamber containing only a small, tattered piece of parchment. Upon this parchment was written a cryptic message and a final riddle. According to this message, entry to the heart of the Tower - and all its secrets - would only be possible if the final riddle was solved.

It was at this point that Malstrathus went completely insane. His decades of obsessed, relentless work had taken an incredible toll. He knew that he did not have much life left within his tired old body. Up until the moment he'd picked up the parchment, though, that had never mattered to Malstrathus - he'd always believed that his life would be meaningful after learning the Tower's secrets. But now, the end of his quest was so close that he could touch it... and he knew that there was a good chance he might not live long enough to have it in his hands. His studies





of magic had already led him to believe that becoming a lich - and descending into centuries of dark influences and evil - was not an option. However, he had studied novaliches as well, and knew that the horrid influence of the undead would be shorter as a novalich - and would allow him to complete his dream. With that in mind, spells were cast, and a phylactery was prepared...

Personality

In life, Malstrathus was considered to be mildly eccentric. In his current state of lichdom, the mage is without doubt completely deranged. The whispered sobriquet "Malstrathus the Mad" was not secretly given to the novalich by his own servants without reason. His behavior changes from day to day, even minute to minute. If found in his lair, he may immediately attack intruders, or he may sit in a corner and whisper to himself, oblivious to everything but himself and his Ruby Tower. With his own servants, he can be kind, or cruel or indifferent - there is no rhyme or reason to his behavior. (His servants are currently unaware that their master has become an undead creature; if informed of this and given even a shred of proof as to Malstrathus's true nature, they would most certainly abandon their master in an instant.)

About the only way to get Malstrathus to behave in a consistent manner is to mention the Tower in his presence. Talking about the Tower will either make Malstrathus a powerful ally or a deadly enemy. If "new" information about the Tower is brought to the novalich's attention - even if it is a lie - Malstrathus will instant befriend that creature and trust him or her implicitly. If obvious lies about the Tower are brought the novalich's attention - and remember, Malstrathus knows more about the Tower than any other creature in existence - that creature will instantly become the novalich's mortal enemy. The Tower has become so much a part of Malstrathus's life that it is literally an extension of the novalich's being.

Combat

Malstrathus is a creature of unfocused and erratic impulses, making combat with him exceedingly difficult. Like most liches, he usually leads off with more powerful long-range spells; however, he can easily be goaded into melee range, especially if he believes that his precious Tower is threatened. His choice of opponents is never determined by who can actually cause him the most harm; instead, it is by who could cause the Tower the most

harm. He is a poor tactician, often over-extending himself in battle. He rarely leaves himself opportunity for retreat, fighting with a mindset of "destroy or be destroyed." Only his sheer power as a wizard allows him to overcome his more obvious blunders in combat; however, he is not nearly as powerful as he could be if he were more focused and rational.

MALSTRATHUS THE MAD: Male Human Novalich Wiz14; CR 18; HD 14d12; hp 101; Init +7; Spd 30; AC 20; Atk +7 base melee (2d10+10 negative energy (DC 18, Will half) plus paralysis, touch) or +10 base ranged; +8 melee (1d6+2, +2 quarterstaff) or +10 ranged (1d8, light crossbow); SA Fear aura, paralyzing touch, bolt of draining; SQ Damage reduction 20/+2, immunities (cold, electricity, polymorph), turn resistance +12, undead traits; AL NE; SV Fort +11, Ref +15, Will +16; Str 10, Dex 16, Con -, Int 20, Wis 16, Cha 8.

Possessions: Dagger, light crossbow, +2 quarterstaff, masterwork crossbow bolts (10), cloak of resistance (+2), ring of protection +2, gloves of dexterity (+2), bracers of armor (+3), amulet of natural armor (+1), scroll: incendiary cloud (15), power word, stun (13), and solid fog (7), potion of cure serious wounds (5), headband of intellect (+2), wand of magic missile (9) (charges: 25).

Skills: Alchemy +18, Concentration +16, Diplomacy +5, Knowledge (arcana) +21, Knowledge (engineering) +11, Knowledge (history) +11, Knowledge (nobility) +13, Knowledge (politics) +13, Knowledge (war) +21, Spellcraft +21. Feats: Brew Potion, Combat Casting, Heighten Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Necromancy), Toughness.

Spells Known (Wiz 4/6/5/5/5/4/3/2): 0 - Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st - Animate Rope, Charm Person, Color Spray, Comprehend Languages, Feather Fall, Hold Portal, Mage Armor, Magic Missile, Summon Monster I; 2nd - Blur, Cat's Grace, Flaming Sphere, Invisibility; 3rd - Fireball, Flame Arrow, Fly, Haste; 4th - Minor Globe of Invulnerability, Polymorph Self, Stoneskin, Summon Monster IV; 5th - Faithful Hound, Summon Monster V, Teleport, Wall of Force; 6th - Analyze Dweomer, Globe of Invulnerability, Join the Soul, Legend Lore; 7th - Banishment, Forcecage, Limited Wish, Mass Invisibility.







Appendix 3

Lich Template Applications

The desire for immortality is not limited to humans. This appendix is a collection of "standard" lichs of various races. Each of the lichs that follows is created using the standard lich profile defined in the DMG, applied to an 11th level spellcaster (a cleric or wizard, as indicated in the profile). The differences in statistics lie in each lich's original race.

Some of the races in question tend toward adepts rather than other spellcasting classes, but lichs are nothing if not exceptional, and the following profiles represent the best of the best among the race's spellcasters. Unfortunately, these creme-de-la-creme chose a path of evil.

Spell Lists

The profiles all use an 11th level spellcaster as the base, applied to the race in question. The spellcaster is either a cleric or a wizard. Rather than present similar spell lists for each profile, we've presented generic spell lists below. Modify the selected spells according to your campaign and the creature in question. For example, an ogre mage lich doesn't need the *fly* spell.

Wizard Spells

Here is a generic list of spells memorized by an 11th level wizard with an 18 Intelligence who has specialized in the school of necromancy at the expense of the school of abjuration. This list applies to all the lichs that follow, except when noted.

We'll leave it up to you to specify what spells the lich's spell book contains, as this affects what spells you want to bring into your campaign. Note that all of the wizard lichs that follow have the Spell Mastery feat. If you want to aggravate your players, have the lich use Spell Mastery to memorize several of the new spells in this book, then have it cast them against the characters. After they've dispatched the lich, they won't be able to find any trace of those particular spells in its spellbooks.

0 level - *daze*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*

1st level - *grease*, *charm person*, *mage armor*, *ray of enfeeblement*, *spider climb*, *true strike*

2nd level - *invisibility*, *mirror image*, *spectral hand* (x2), *summon monster II*, *web*

3rd level - *fireball*, *fly*, *gaseous form*, *hold person*, *sum-*

mon monster III, *vampiric touch*

4th level - *bestow curse*, *contagion*, *enervation*, *scrying*, *phantasmal killer*

5th level - *animate dead*, *bone chill*, *dominate person*

6th level - *circle of death*, *tendrils of evil*

Cleric Spells

These are the typical spells of an 11th level cleric with an 18 Wisdom. Domain spells are listed in each individual monster description.

0 level - *create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*

1st level - *bane*, *command*, *detect good*, *divine favor*, *doom*, *entropic shield*

2nd level - *darkness*, *desecrate*, *enthrall*, *hold person*, *inflict moderate wounds*

3rd level - *animate dead*, *bestow curse*, *dispel magic*, *invisibility purge*, *summon monster III*

4th level - *create lichling*, *poison*, *spell immunity*, *summon monster IV*

5th level - *greater command*, *necromantic wind*

6th level - *harm*

Standard Lich Qualities

Special Attacks and Qualities

All standard lichs share these special attacks and qualities. DCs for attacks and spells are indicated in each lich's profile.

UNDEAD: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

IMMUNITIES (Ex): Liches are immune to cold, electricity, and mind-affecting attacks.

FEAR AURA (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed at a Will save or be affected by *fear* as cast by a sorcerer of the lich's level.

PARALYZING TOUCH (Su): Any living creature touched by the lich must succeed at a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled.





Treasure

All liches have standard coins, double goods, and double items. The profiles that follow do not include magic items. Generate them as part of treasure per the usual method. It's nearly certain that most of the following liches will have powerful magic armor and weapons that they'll use in combat.

Organization

All liches have an organization of solitary or a troupe. The

composition of a troupe varies. Liches of unusual races, such as those described here, may have unusual minions: ogre zombies, medusa vampires, etc.

Making Liches Meaner

As noted previously, all the following liches are 11th level characters. That's the minimum level at which a wizard or cleric can become a lich. If you'd like to make these liches more challenging, increase their class level. After all, few mages decide

	CENTAUR LICH
	MEDIUM-SIZE UNDEAD
HIT DICE:	15d12 (98 hp)
INITIATIVE:	+7 (+3 Dex, +4 Improved Initiative)
SPEED:	50 ft.
AC:	17 (-1 size, +3 Dex, +5 natural)
ATTACKS:	Hooves +13/+8/+3 melee, greatclub +11/+6/+1 melee
DAMAGE:	Hoof 1d8+5 and paralysis, greatclub 1d10+4
FACE/REACH:	5 ft. by 10 ft./5 ft.
SPECIAL ATTACKS:	Damaging touch, fear aura (DC 18), paralyzing touch (DC 18), spells (DC 14 + spell level; +2 for necromantic spells), rebuke undead, death touch 1/day
SPECIAL QUALITIES:	Undead, +4 turn resistance, damage reduction 15/+1, immunities
SAVES:	Fort +10, Ref +10, Will +13
ABILITIES:	Str 18, Dex 16, Con -, Int 10, Wis 18, Cha 13
SKILLS:	Concentration +10, Hide +10, Knowledge (arcana) +15, Listen +13, Move Silently +12, Search +12, Sense Motive +12, Spellcraft +15, Spot +13, Wilderness Lore +6
FEATS:	Brew Potion, Craft Wondrous Item, Improved Initiative, Spell Focus (necromancy), Weapon Focus (hoof)

	ELF LICH
	MEDIUM-SIZE UNDEAD
HIT DICE:	11d12 (72 hp)
INITIATIVE:	+2 (Dex)
SPEED:	30 ft.
AC:	17 (+2 Dex, +5 natural)
ATTACKS:	Touch +5 melee, or longsword +5 melee; or longbow +7 ranged
DAMAGE:	Touch 1d8+5 and paralysis, or longsword 1d8; longbow 1d8
FACE/REACH:	5 ft. by 5 ft./5 ft.
SPECIAL ATTACKS:	Damaging touch, fear aura (DC 16), paralyzing touch (DC 16), spells (DC 14 + spell level; +2 for necromantic spells)
SPECIAL QUALITIES:	Undead, +4 turn resistance, damage reduction 15/+1, immunities, elven traits
SAVES:	Fort +3, Ref +5, Will +8
ABILITIES:	Str 10, Dex 15, Con -, Int 18, Wis 13, Cha 13
SKILLS:	Alchemy +7, Concentration +15, Hide +9, Knowledge (arcana) +18, Listen +12, Move Silently +9, Scry +14, Search +12, Sense Motive +9, Spellcraft +18, Spot +11
FEATS:	Brew Potion, Combat Casting, Craft Wondrous Item, Maximize Spell, Scribe Scroll, Spell Focus (Necromancy), Spell Mastery (Necromancy)

CLIMATE/TERRAIN:	Any land
CHALLENGE RATING:	16
ALIGNMENT:	Neutral Evil

CLIMATE/TERRAIN:	Any land or underground
CHALLENGE RATING:	13
ALIGNMENT:	Chaotic Evil





to become liches the moment they're able to. The last thing your characters will expect is a 20th-level locathah lich wizard...

wilderness areas. They are sometimes found in the scorched remains left behind by forest fires, where they consort with blasted treants and other undead.

CENTAUR LICH

Centaur liches are extraordinarily rare. It takes a truly notable centaur to abandon its race's good ways and fondness for natural life.

The few centaur liches known to exist occupy dark, desolate

COMBAT

A centaur lich uses its hoof attack to deliver the lich's paralyzing touch.

SPELLS: This centaur is an 11th level cleric. He worships the God of Death and has death and evil as his domains. He casts evil

	GNOME LICH SMALL UNDEAD
HIT DICE:	11d12 (72 hp)
INITIATIVE:	+1 (Dex)
SPEED:	20 ft.
AC:	17 (+1 size, +1 Dex, +5 natural)
ATTACKS:	Touch +5 melee, or quarterstaff +4 melee; or dagger +6 ranged
DAMAGE:	Touch 1d8+5 and paralysis, or quarterstaff 1d6-1; dagger 1d4-1
FACE/REACH:	5 ft. by 5 ft./5 ft.
SPECIAL ATTACKS:	Damaging touch, fear aura (DC 16), paralyzing touch (DC 16), spells (DC 14 + spell level; +2 for necromantic spells), gnome traits
SPECIAL QUALITIES:	Undead, +4 turn resistance, damage reduction 15/+1, immunities, gnome traits, speak with animals
SAVES:	Fort +3, Ref +4, Will +8
ABILITIES:	Str 8, Dex 12, Con -, Int 18, Wis 13, Cha 13
SKILLS:	Alchemy +9, Concentration +15, Hide +12, Knowledge (arcana) +18, Listen +12, Move Silently +8, Scry +14, Search +9, Sense Motive +9, Spellcraft +18, Spot +11
FEATS:	Brew Potion, Combat Casting, Craft Wondrous Item, Maximize Spell, Scribe Scroll, Spell Focus (necromancy), Spell Mastery

	LOCATHAH LICH MEDIUM-SIZE UNDEAD
HIT DICE:	13d12 (85 hp)
INITIATIVE:	+2 (Dex)
SPEED:	10 ft., swim 60 ft.
AC:	17 (+2 Dex, +5 natural)
ATTACKS:	Touch +5 melee, or quarterstaff +5 melee; or dagger +7 ranged
DAMAGE:	Touch 1d8+5 and paralysis, or quarterstaff 1d6; dagger 1d4
FACE/REACH:	5 ft. by 5 ft./5 ft.
SPECIAL ATTACKS:	Damaging touch, fear aura (DC 17), paralyzing touch (DC 17), spells (DC 14 + spell level; +2 for necromantic spells)
SPECIAL QUALITIES:	Undead, +4 turn resistance, damage reduction 15/+1, immunities
SAVES:	Fort +6, Ref +5, Will +9
ABILITIES:	Str 10, Dex 14, Con -, Int 18, Wis 15, Cha 13
SKILLS:	Alchemy +7, Concentration +15, Craft (any one) +6, Hide +10, Knowledge (arcana) +18, Listen +13, Move Silently +10, Scry +14, Search +10, Sense Motive +10, Spellcraft +18, Spot +13
FEATS:	Blind-fight, Brew Potion, Combat Casting, Craft Wondrous Item, Maximize Spell, Scribe Scroll, Spell Focus (necromancy), Spell Mastery

CLIMATE/TERRAIN:	Any land or underground
CHALLENGE RATING:	13
ALIGNMENT:	Neutral evil

CLIMATE/TERRAIN:	Any aquatic
CHALLENGE RATING:	13
ALIGNMENT:	Neutral evil





spells at +1 caster level.

DOMAIN SPELLS: 1st - protection from good; 2nd - death knell; 3rd - magic circle against good; 4th - unholy blight; 5th - slay living; 6th - create undead

DEATH TOUCH (Sp): As the death domain granted power. Once per day, the centaur lich can make a melee touch attack. If the touch succeeds, roll 1d6. If the total at least equals the target's hit points, it dies.

ELF LICH

After humans, elves are the most common variety of lich. The long natural lifespan of elves might make one wonder why they would pursue lichdom, but the fear of death is universal. Ending a millennium is far more painful than ending a century, say the elves.

MEDUSA LICH

MEDIUM-SIZE UNDEAD

HIT DICE: 17d12 (111 hp)
INITIATIVE: +7 (+3 Dex, +4 Improved Initiative)
SPEED: 30 ft.
AC: 18 (+3 Dex, +5 natural)
ATTACKS: Touch +14/+9/+4 melee, snakes +3 melee; or shortbow +17/+12/+7 ranged
DAMAGE: Touch 1d8+5 and paralysis, snakes 1d4 and poison; or shortbow 1d6
FACE/REACH: 5 ft. by 5 ft./5 ft.
SPECIAL ATTACKS: Damaging touch, fear aura (DC 21), paralyzing touch (DC 21), spells (DC 14 + spell level; +2 for necromantic spells), petrifying gaze, poison, rebuke undead, death touch
SPECIAL QUALITIES: Undead, +4 turn resistance, damage reduction 15/+1, immunities
SAVES: Fort +10, Ref +11, Will +14
ABILITIES: Str 10, Dex 17, Con -, Int 14, Wis 18, Cha 17
SKILLS: Bluff +11, Concentration +8, Disguise +11, Hide +11, Knowledge (arcana) +16, Listen +12, Move Silently +18, Search +12, Sense Motive +12, Spellcraft +16, Spot +19
FEATS: Brew Potion, Craft Wondrous Item, Improved Initiative, Point Blank Shot, Precise Shot, Spell Focus (necromancy), Weapon Finesse (snakes)

OGRE MAGE LICH

LARGE UNDEAD

HIT DICE: 16d12 (104 hp)
INITIATIVE: +5 (+1 Dex, +4 Improved Initiative)
SPEED: 30 ft., fly 40 ft. (good)
AC: 15 (-1 size, +1 Dex, +5 natural)
ATTACKS: Touch +7 melee, or huge greatsword +13/+8 melee; or huge longbow +9/+4 ranged
DAMAGE: Touch 1d8+5 and paralysis, or huge greatsword 2d8+7; or huge longbow 2d6
FACE/REACH: 5 ft. by 5 ft./10 ft.
SPECIAL ATTACKS: Damaging touch, fear aura (DC 22), paralyzing touch (DC 22), spells (DC 14 + spell level; +2 for necromantic spells), spell-like abilities
SPECIAL QUALITIES: Undead, +4 turn resistance, damage reduction 15/+1, immunities, regeneration 2, SR 18
SAVES: Fort +10, Ref +5, Will +11
ABILITIES: Str 21, Dex 12, Con -, Int 18, Wis 16, Cha 19
SKILLS: Alchemy +7, Concentration +20, Hide +8, Knowledge (arcana) +18, Listen +13, Move Silently +8, Scry +14, Search +11, Sense Motive +11, Spellcraft +24, Spot +13
FEATS: Brew Potion, Combat Casting, Craft Wondrous Item, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Focus (necromancy), Spell Mastery

CLIMATE/TERRAIN: Any land or underground
CHALLENGE RATING: 19
ALIGNMENT: Lawful evil

CLIMATE/TERRAIN: Any land or underground
CHALLENGE RATING: 18
ALIGNMENT: Lawful evil





COMBAT

An elven lich is in most regards similar to a human lich. It fights with its paralyzing touch and magical abilities, though it may make use of its skill with a longbow in certain situations.

SPELLS: This elf is an 11th level wizard.

ELVEN TRAITS (Ex): As standard (though not all are useful to an undead creature).

GNOME LICH

Gnome necromancers are uncommon; gnome liches are even rarer. These small undead are usually found in dwarven tombs, blighted halfling burrows, gnome ruins, and other such areas.

	ORC LICH MEDIUM-SIZE UNDEAD
HIT DICE:	11d12 (72 hp)
INITIATIVE:	+1 (Dex)
SPEED:	30 ft.
AC:	16 (+1 Dex, +5 natural)
ATTACKS:	Touch +5 melee, or quarterstaff +7 melee; or dagger +6 ranged
DAMAGE:	Touch 1d8+5 and paralysis, or quarterstaff 1d6+3; or dagger 1d4+2
FACE/REACH:	5 ft. by 5 ft./5 ft.
SPECIAL ATTACKS:	Damaging touch, fear aura (DC 15), paralyzing touch (DC 15), spells (DC 14 + spell level; +2 for necromantic spells)
SPECIAL QUALITIES:	Undead, +4 turn resistance, damage reduction 15/+1, immunities, darkvision 60 ft., light sensitivity
SAVES:	Fort +3, Ref +4, Will +7
ABILITIES:	Str 15, Dex 12, Con -, Int 18, Wis 10, Cha 10
SKILLS:	Alchemy +7, Concentration +15, Hide +9, Knowledge (arcana) +18, Listen +11, Scry +14, Sense Motive +8, Spellcraft +18, Spot +11
FEATS:	Alertness, Brew Potion, Combat Casting, Craft Wondrous Item, Maximize Spell, Scribe Scroll, Spell Focus (necromancy), Spell Mastery

	YUAN-TI HALFBLOOD LICH MEDIUM-SIZE UNDEAD
	18d12 (117)
	+6 (+2 Dex, +4 Improved Initiative)
	20 ft., climb 15 ft., swim 15 ft.
	21 (+2 Dex, +5 natural, +2 leather, +2 masterwork large shield)
	Touch +15/+10/+5 melee, or masterwork scimitar +18/+13/+8 melee; or masterwork mighty composite longbow (+2) with masterwork arrows +10/+5 ranged
	Touch 1d8+5 and paralysis, or masterwork scimitar 1d6+2; or masterwork mighty composite longbow (+2) 1d8+2
	5 ft. by 5 ft./5 ft.
	Damaging touch, fear aura (DC 23), paralyzing touch (DC 23), spells (DC 15 + spell level; +2 for necromantic spells), spell-like abilities, constrict, psionics, rebuke undead
	Undead, +4 turn resistance, damage reduction 15/+1, immunities, SR 16
	Fort +10, Ref +10, Will +17
	Str 15, Dex 15, Con -, Int 20, Wis 20, Cha 18
	Concentration +19, Craft (any one) +10, Hide +13*, Knowledge (arcana) +25, Listen +21, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +16, Spot +21
	Alertness, Blind-fight, Brew Potion, Craft Wondrous Item, Dodge, Expertise, Improved Initiative, Maximize Spell, Spell Focus (necromancy)

CLIMATE/TERRAIN:	Any land or underground
CHALLENGE RATING:	13
ALIGNMENT:	Chaotic evil

CLIMATE/TERRAIN:	Any land or underground
CHALLENGE RATING:	25
ALIGNMENT:	Chaotic evil





COMBAT

A gnome lich depends on its paralyzing touch and spells in combat.

SPELLS: This gnome is an 11th level wizard. As a gnome, it may also cast *dancing lights*, *ghost sound*, and *prestidigitation* as a 1st-level wizard once per day.

SPEAK WITH ANIMALS (SP): Once per day a gnome lich can use *Speak with animals* as a 1st-level druid to communicate with a burrowing mammal.

GNOME TRAITS (EX): As standard.

LOCATHAH LICH

Locathah liches are among the most feared denizens of the deep. They are few in number but great in reputation, for there are few other things in the water quite as powerful as they. Their minions often include undersea undead that are never encountered on the surface, ranging from zombified locathah and sahuagin to skeletal sharks and octopus. They are known to lair in the shells of long-dead dragon turtles.

COMBAT

Locathah encountered in the water fight with their touch attack and spells. On land they may use weapons.

SPELLS: This locathah is an 11th level wizard.

MEDUSA LICH

Medusa liches are the most feared of all liches. Other varieties of liches have greater spellcasting ability or are more powerful, but none can contend with the pure terror evoked by two of the world's most ferocious monsters combined into one.

COMBAT

Medusa liches enjoy confounding their opponents. Because of their bluff and disguise skills, they are able to interact with mortals in a way few liches can. In combat they like to enter close combat so they can use their petrifying gaze, paralyzing touch, death touch, and poisonous snakes.

SPELLS: This medusa is an 11th level cleric. She worships the God of Death and has death and evil as his domains. She casts evil spells at +1 caster level.

DOMAIN SPELLS: 1st - *protection from good*; 2nd - *death knell*; 3rd - *magic circle against good*; 4th - *unholy blight*; 5th - *slay living*; 6th - *create undead*

DEATH TOUCH (SP): As the death domain granted power. Once per day, the medusa lich can make a melee touch attack. If the touch succeeds, roll 1d6. If the total at least equals the target's hit points, it dies.

PETRIFYING GAZE (SU): Turn to stone permanently, 30 feet, Fortitude save (DC 21).

POISON (EX): Snakes, Fortitude save (DC 18); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength. Some medusa liches magically modify their snakes so they carry one of the specialized lich poisons described on page 14.

OGRE MAGE LICH

Ogre mage liches are massive, hulking creatures whose naturally repellent odor has only been enhanced by undeath. At first glance they are likely to be mistaken for large mummies, or perhaps zombies, as the concept of a lich that large is new to most adventurers.

COMBAT

Ogre mage liches rely on their spells in combat - unless they get angry, in which case they are liable to wade into combat with their greatsword.

SPELLS: This ogre mage is an 11th level wizard.

SPELL-LIKE ABILITIES: Like all ogre mages, this one can cast the following spells, as cast by a 9th level sorcerer (DC 13 + spell level). At will - *darkness* and *invisibility*. 1/day - *charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*.

FLIGHT (SU): An ogre mage lich can cease or resume flight as a free action. While in gaseous form it can fly at normal speed and has perfect maneuverability.

REGENERATION (SU): In its undead state, the ogre mage's regeneration ability becomes supernatural rather than extraordinary. Ogre mages take normal damage from fire and acid. They can reattach severed body parts per the standard ogre mage.

ORC LICH

Orc liches are accepted to a certain degree in orc society. The orc cultural emphasis on conquest lends authority to any





orc who can expand his tribe's domain, and the few orcs who have pursued the path to lichdom are quite skilled at this task. Orc liches are sometimes solitary but more often than not lead warbands of mortal orcs reinforced by undead.

COMBAT

Orc liches use long-ranged spells to support their mortal minions, who wade into melee.

SPELLS: This orc is an 11th level wizard.

LIGHT SENSITIVITY (Ex): Orc liches suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

YUAN-TI LICH

Among the most powerful of all liches, the yuan-ti lich is horrible to behold. Its undead nature is made all the more repulsive by its half-reptilian body, which writhes and squirms in an unnatural way.

This profile is that of a halfblood yuan-ti with no legs and a snake tail. It can use its snake tail to climb and swim as well as to slither normally.

COMBAT

Yuan-ti liches have a wide variety of weapons at their disposal. They generally begin a combat by supporting their minions with ranged weapons and offensive spells, then use their death touch, touch paralysis, and constriction ability to finish off enemies.

SPELLS: This yuan-ti is an 11th level cleric. He worships the God of Death and has death and evil as his domains. He casts evil spells at +1 caster level.

Because this yuan-ti lich has a Wisdom score of 20, it receives one additional 0-level spell each day.

DOMAIN SPELLS: 1st - *protection from good*; 2nd - *death knell*; 3rd - *magic circle*

against good; 4th - *unholy blight*; 5th - *slay living*; 6th - *create undead*

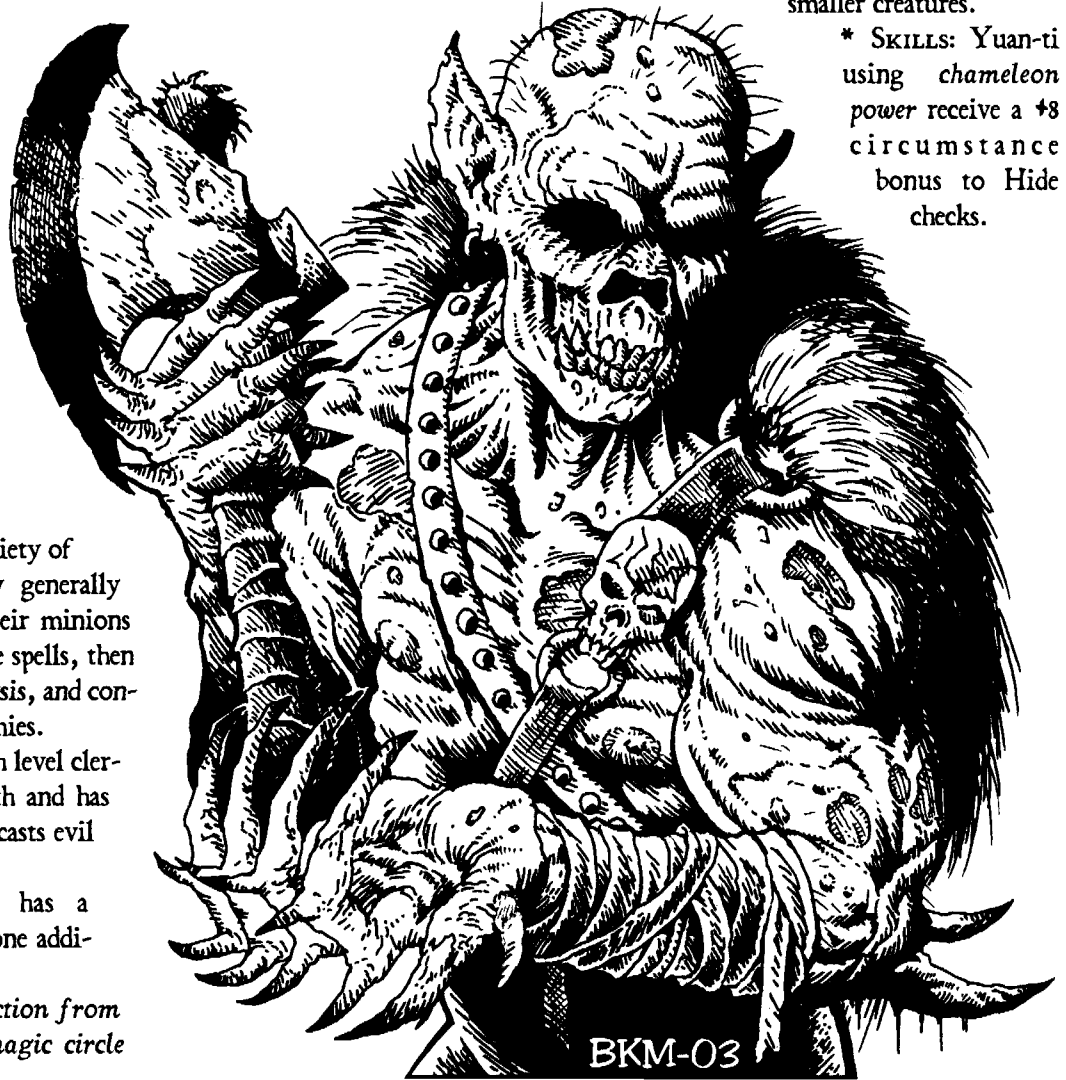
DEATH TOUCH (Sp): As the death domain granted power. Once per day, the yuan-ti lich can make a melee touch attack. If the touch succeeds, roll 1d6. If the total at least equals the target's hit points, it dies.

SPELL-LIKE ABILITIES: 1/day - *animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*, and *polymorph other*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

PSIONICS (Sp): All yuan-ti can produce the following effects at will: *detect poison*, *alternate form*, *chameleon power*, *produce acid*, and *aversion*. Refer to the MM for details.

CONSTRICT (Ex): A yuan-ti halfblood with a snake tail deals 1d6+3 points of damage with a successful grapple check against Medium-size or smaller creatures.

* **SKILLS:** Yuan-ti using *chameleon power* receive a +8 circumstance bonus to Hide checks.





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The Complete Guide to Liches

Do traces of humanity remain after a spellcaster's transformation into a lich? The answer is yes. This guide to liches humanizes the evil monster that has traditionally been relegated to the lowest levels of dank, dark dungeons.

Necromancers pursue the path to lichdom for many reasons. Some are truly evil with dark plans that will take centuries to complete. But others are looking for nothing more than immortality. The transformation to lichdom is shrouded in mystery and secrecy, and few who undertake the process fully understand all the implications. Many are completely unaware that the enigmatic rituals that promise immortality may have sinister side effects. Thus it is possible that some liches were once paladins pursuing a centuries-long plan of good, or researchers who only wanted a few more years to complete their studies. Over time, the necromantic energies of the creation rituals corrupted them, and now they are evil liches... but the spark of humanity remains.

The Complete Guide to Liches introduces the concept of the redeemed lich, who has sloughed off his undead life of evil, and the philolich, a mortal lover reanimated by her lich companion to keep him company as he whiles away his centuries. The "typical" lich is examined in detail, along with several new varieties, including the monstrously powerful drowlich and the time-challenged novalich (whose more limited creation rituals give him but one year to complete a specific task).

The Complete Guide to Liches is a stand-alone, world-neutral sourcebook covering everything you ever wanted to know about liches. It is the seventh volume in the Complete Guide series. Each Complete Guide is exactly what it sounds like: a complete guide to playing a given kind of monster. As a GM, you'll learn how to run that monster, both in combat and role-playing situations. The Complete Guide to Liches can be inserted easily into any fantasy setting.



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