Lich

written by CresthavenRPG Guru | December 28, 2014

Very Rare | Medium | Lawful evil | Undead

A lich is a type of undead creature of a powerful magician or king striving for eternal life uses spells or rituals to bind his intellect to his phylactery and thereby achieve a form of immortality. Liches are depicted as being clearly cadaverous, bodies desiccated or completely skeletal. Liches are often depicted as holding power over hordes of lesser undead creatures, using them as soldiers and servants.

Armor Class	Hit Points	Move
19	40 *(10 Hit Dice)*	walk 60 ft

Appearing	1
Habitat	Any
Negotiation	yes
Morale DC	2
Challenge	1.1 (330 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	2	0	3	2	-3

Combat

Has 1 attack. Hit Bonus +0. Damage Touch. 1d10 damage

Special Attacks

Paralyzing Touch. Liches can use their touch to inflict 1d10 points of damage and paralysis for 1d10 turns if the character hit fails the Wisdom DC 20 Save. Elves are immune.

Spell Caster. A lich can casts spells as a 9th level wizard and have 19 mana and an assortment of spells at their disposal.

Special Defense

Immunity. Liches are immune to non-magical weapons, charm, sleep, feeblemind, ploymorph, cold, lightning and death spells and effects.

Entourage. Liches can surround themselves undead whose HD equals 3d10 worth or undead.

Phylactery. Lich’s phylactery is an item into which they imbue their soul, giving them immortality until the phylactery is destroyed. Reducing a lich to 0 hit points will only temporarily kill it (1d12 turns) and the lich will

regenerate 1d8 hit points per round thereafter.

Treasure

Individual: None

Lair: 1d6 x100 pp, 3d12 x 100 gp, 2 potions (50%), 2 scrolls (50%) and 2 magical items