



## 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.



## Braxus Kel Mortu 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.

