

Alhoon Lich **Level 21 Elite Controller (Leader)**
Medium aberrant humanoid (undead), mind flayer XP 6,400

Initiative +15 **Senses** Perception +16; darkvision
Necromantic Aura (Necrotic) aura 5; any living creature that enters the aura or starts its turn within the aura takes 5 necrotic damage.
HP 394; **Bloodied** 197; see also *indestructible* and *second wind*
Regeneration 10 (if an alhoon takes radiant damage, regeneration doesn't function until the end of its next turn)
AC 37; **Fortitude** 31, **Reflex** 35, **Will** 33
Immune disease, poison; **Resist** 15 necrotic
Saving Throws +2
Speed 7
Action Points 1; see also *bore into brain (devour brain)*

⊕ **Tentacles** (standard; at-will)
+26 vs. AC; 3d8 + 3 damage, and the target is grabbed. The alhoon can have only one creature grabbed at a time.

⊕ **Bore into Brain** (standard; at-will)
Targets a creature grabbed by the alhoon or a dazed or stunned creature; +25 vs. Fortitude; 3d10 + 3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the alhoon can use *devour brain* or *create thrall*.
Devour Brain: The alhoon devours the target's brain. The target is killed, and the alhoon regains an action point.
Create Thrall (Charm): The target regains hit points equal to its bloodied value and is dominated until the alhoon lich is destroyed. The target is immune to *mind blast* and gains a +5 bonus to Will while within 10 squares of the alhoon that dominated it.

↗ **Enslave** (standard; recharge ☹️ ☹️) ◆ **Charm**
Ranged 10; +25 vs. Will; the target is dominated (save ends). While dominated, the target is immune to *mind blast* and gains a +5 bonus to Will while within 10 squares of the alhoon that dominated it. The alhoon can have only one creature dominated using *enslave* at a time.

↖ **Mind Blast** (standard; recharge ☹️ ☹️) ◆ **Psychic**
Close blast 5; does not target mind flayers and their thralls; +23 vs. Will; 4d8 + 7 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

Interpose Thrall (immediate reaction, when an enemy targets the alhoon with a melee attack; at-will)
The triggering attack targets a thrall within the attacker's reach.

Second Wind (standard; encounter) ◆ **Healing**
The alhoon spends a healing surge and regains 98 hit points. The alhoon gains a +2 bonus to all defenses until the start of its next turn.

Indestructible
When an alhoon is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.

Alignment Evil **Languages** Deep Speech, telepathy 10
Skills Arcana +23, Bluff +17, Insight +21
Str 15 (+12) **Dex** 21 (+15) **Wis** 23 (+16)
Con 21 (+15) **Int** 26 (+18) **Cha** 14 (+12)

ALHOON TACTICS

An alhoon is a clever, intelligent combatant, entering battle only when it feels it has an advantage. The lich uses *mind blast* or its tentacles until it succeeds in dazing or grabbing a creature. The alhoon then commences to use *bore into brain* on the target. If an alhoon is not yet bloodied and succeeds in dropping a target, it kills the creature outright with *devour brain*. After the lich is bloodied, it is more likely to use the *create thrall* power.

Demilich **Level 20 Solo Artillery**
Tiny natural animate (undead) XP 14,000

Initiative +13 **Senses** Perception +18; darkvision
Intruding Terror (Fear) aura 2; enemies within the aura take a -2 penalty to attack rolls.
HP 800; **Bloodied** 400; see also *consume soul* and *indestructible*
Regeneration 20 (if a demilich takes radiant damage, regeneration doesn't function until the end of its next turn)
AC 33; **Fortitude** 35, **Reflex** 32, **Will** 32
Immune disease, poison, sleep; **Resist** 10 necrotic, 10 psychic
Saving Throws +5
Speed fly 12 (hover)
Action Points 2

⊕ **Shadow Ray** (standard; at-will) ◆ **Necrotic**
Ranged 20; +25 vs. AC; 3d6 + 8 necrotic damage.

↗ **Twin Rays** (standard; at-will) ◆ **Necrotic**
The demilich makes two *shadow ray* attacks.

↗ **Drain Soul** (standard; at-will)
Ranged 5; does not provoke opportunity attacks; +25 vs. Fortitude; the target is dazed and restrained (save ends both). *First Failed Saving Throw:* The target is instead stunned and restrained (save ends both). *Second Failed Saving Throw:* The target dies, and its soul is trapped in one of the demilich's *soul gems* until the demilich is destroyed; see also *consume soul* and the "Fate of Drained Souls" sidebar (page 201).

↗ **Obsidian Eye** (minor; at-will) ◆ **Gaze, Necrotic**
Ranged 20; +25 vs. Fortitude; the target takes ongoing 10 necrotic damage (save ends).

↖ **Soul Shriveling Pulse** (immediate reaction, when a creature fails a saving throw against *drain soul*; at-will) ◆ **Fear, Necrotic**
Close burst 5; +25 vs. Will; 3d6 + 5 necrotic damage, and the target takes a -2 penalty to saving throws (save ends).

Consume Soul (minor; expends a trapped soul; recharge ☹️ ☹️) ◆ **Healing**
The demilich regains 200 hit points.

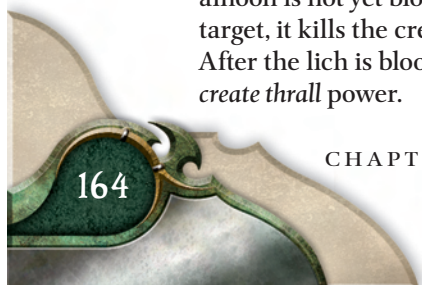
Soul Gems
The demilich's six *soul gems* can each hold the soul of one of its victims. At the beginning of an encounter, the *soul gems* contain two souls. Crushing a gem after the demilich is defeated releases the soul to the Shadowfell.

Indestructible
When a demilich is reduced to 0 hit points or fewer, its skull (but not the *soul gems*) crumbles into dust, but it is not destroyed. It reappears in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.

Alignment Evil **Languages** Common, Supernal
Skills Arcana +17, Insight +18, Religion +18
Str 16 (+13) **Dex** 16 (+13) **Wis** 17 (+13)
Con 24 (+17) **Int** 15 (+12) **Cha** 27 (+18)

DEMILICH TACTICS

Demiliches rarely enter melee directly, preferring to instead send wave after wave of servitors at adversaries. While foes are engaged with other creatures, a demilich sends volleys of *twin rays* and *obsidian eye*. A demilich targets particularly troublesome nearby opponents with *drain soul*, then positions itself to maximize the effect of *soul shriveling pulse*. As long as the demilich knows that its phylactery is safe, it does not fear fighting to "the death."





LICH LORE

A character knows the following information with a successful Religion check.

DC 27: Eladrin become baelnorn liches for a variety of reasons. Many choose this path so they can act as guardians of ancestral vaults and tombs. Unlike most liches, baelnorns are not necessarily evil. The creatures are less power-hungry and covetous than other liches, and they often keep their phylacteries in close proximity to the places they guard. A few baelnorn have no phylacteries at all; rather, their prolonged existence is achieved through a powerful ritual or the blessing of a deity.

Sometimes a dryad's desire to protect its woodland twists into dark obsession. In rare instances, one of these fey creatures crosses the threshold into undeath and becomes a thicket dryad lich. The dryad transforms a favorite tree into a phylactery. The corruption in the dryad's soul then causes the tree to become warped and rotted. Over time, this blight can spread out over the surrounding forest.

A void lich is an antediluvian horror from the Far Realm that seizes control of the body and phylactery of someone performing a lich transformation ritual. Lured into the world by the eldritch power unleashed during the ritual, this aberrant entity shunts the ritual performer's soul off to the Far Realm and possesses the host body as its own. A void lich is cloaked in darkness, a remnant of the dark, churning corridors of its origin plane.

DC 31: An alhoon lich's skin has none of the smooth, slimy quality of its mind flayer origin.

DAVID SOURWINE

Instead, the undead illithid's skin appears dry and cracked. An alhoon is known also as an illithilich. Alhoons are magic-using outcasts from mind flayer societies who have defied the ruling elder brains. They still delight in devouring mortal brains, but they no longer require them for sustenance.

A demilich is an animated skull, a skeletal hand, or a spine that is festooned with costly gems. The jewels gleam wickedly with the light of trapped souls. Despite the implication of its name, a demilich is more deadly than a normal lich. Particularly powerful liches that learn the secret of fashioning soul gems often shed their bodies and evolve into demiliches. With size and mobility on their side, these demiliches travel the universe in search of its secrets.

ENCOUNTER GROUPS

Liches often command armies of lesser undead or have demons or devils serving them. Few liches tolerate anything less than mastery over all creatures surrounding them; they rarely serve more powerful monsters.

Level 14 Encounter (XP 5,600)

- ◆ 1 baelnorn (level 15 elite controller)
- ◆ 2 briar witch dryads (level 13 elite controller, MM 96)

Level 17 Encounter (XP 9,000)

- ◆ 2 boneclaws (level 14 soldier, MM 37)
- ◆ 1 thicket dryad lich (level 16 solo controller)

Level 19 Encounter (XP 13,200)

- ◆ 1 alhoon (level 21 elite controller)
- ◆ 1 darkpact ghoul (level 19 elite skirmisher, page 155)
- ◆ 1 gibbering abomination (level 18 controller, MM 126)

Level 20 Encounter (XP 15,500)

- ◆ 2 callers in darkness (level 19 elite soldier, page 152)
- ◆ 1 void lich (level 20 elite lurker)
- ◆ 1 voidsoul specter (level 23 lurker, MM 244)

Level 21 Encounter (XP 18,000)

- ◆ 2 bodak reavers (level 18 soldier, MM 36)
- ◆ 1 demilich (level 20 solo artillery)

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