

DRACOLICH (template)

The dracolich is the undead form of a powerful and evil dragon.

Legends say that a mystical cult engendered the first dracolich.

A dracolich appears as the same as it was in life, though its flesh and scales are pulled tight over its skeleton. Fully skeletal dracoliches have been observed.

A dracolich speaks Common and any other languages it knew in life.

CREATING A DRACOLICH

“Dracolich” is a template that can be added to any dragon creature (referred to hereafter as the “character”). The character’s type changes to “undead.” It uses all the character’s statistics and abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the character.

AC: The dracolich has +3 natural armor or the character’s natural armor whichever is better

Special Attacks: A dracolich retains all the character’s special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 dracolich’s HD + dracolich’s Charisma modifier unless noted otherwise.

Frightful Presence (Ex.): Dracolich’s gain a +2 to the DC of the frightful presence aura generated by all dragons.

Paralyzing Gaze (Su.): 30 feet, Will save or affected as by a *hold person* spell cast by a 20th-level sorcerer.

Cold (Ex.): The dracolich generates intense cold, dealing 1d8 points of damage with its touch. Creatures attacking a dracolich unarmed or with natural weapons take cold damage each time their attacks hit.

Paralyzing Touch (Ex.): Due to the chilling touch of the dracolich, those hit by its claws or bite must succeed at a Fortitude save or be paralyzed for 1d6+2 minutes.

Control Undead (Ex.): Once per day, as a 15th-level cleric.

Damage Reduction: Dracoliches have damage reduction 20/+2.

Special Qualities: A dracolich retains all the character’s special qualities and gains those listed below, and also gains the undead type (Undead, page 6 in the Monster Manual).

Darkvision (Ex.): Range 60 feet.

See Invisible (Su.): A dracolich can continually see invisible as the spell as cast by a 15th-level sorcerer. It can suppress or resume this ability as a free action.

Turning Immunity (Ex.): Dracoliches cannot be turned or controlled by clerics of any level or alignment.

Spell Resistance (Ex.): Same as character.

Saves: Same as the character

Abilities: A dracolich gains +2 to Strength, Intelligence, Wisdom, and Charisma, but being undead, has no Constitution score.

Skills: Dracoliches gain a +8 racial bonus to Intimidate, Listen, Search, Sense Motive, and Spot checks. Otherwise, same as character.

Feats: Same as the character.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the character +3

Treasure: Double Standard

Alignment: Any evil

Advancement: By character class