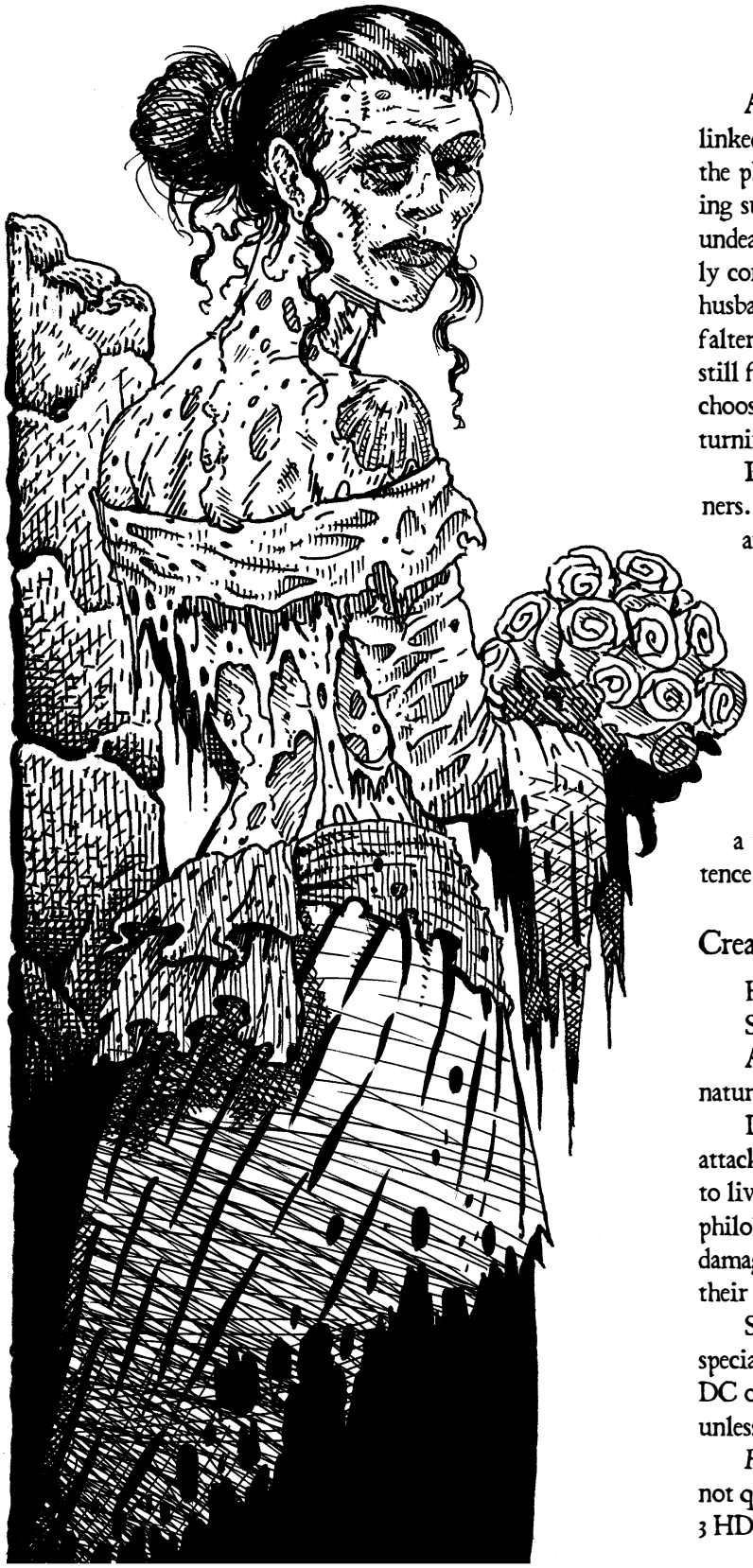

Philolich

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 has 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 cold 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.