

GIRAFFELICH

THE GIRAFFELICH IS A SINGULAR ANIMAL WITH NO PEER. The exact details of its origin are lost to time, but most believe the Giraffelich to have originated as a favored pet to a great wizard. As the animal reached the end of its life, the wizard performed a ritual to extend its life unnaturally. The ritual went bad, however, and turned the creature into a lich, infusing it with all of its master's arcane power, and killing the wizard in the process.

GIRAFFELICH LORE

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

DC 15: The Giraffelich is generally noncombative, but will engage in battle if provoked or if necessary to obtain even the smallest bit of arcane knowledge.

DC 20: The Giraffelich prefers to attack from range with its arcane powers, and will fling aside with its powerful neck those who attack it up close.

DC 25: Like other liches, the Giraffelich is indestructible as long as its phylactery is intact (see *Monster Manual*, p.176-177). Its phylactery has been known to be housed in natural objects (such as rocks) instead of the typical constructed ones (such as boxes).

GIRAFFELICH TACTICS

The Giraffelich keeps enemies at range by using *horrifying cough* to push them away, or *shake off* if the former hasn't recharged. Its first action point is spent as soon as possible to do as much damage as possible at the beginning of combat. Once no enemies are adjacent, it uses *binding bolt* against melee combatants to keep them from advancing. Ranged attackers are targeted with *necrotic burst* whenever it recharges. As soon as it would be most effective, it uses its second action point to use *drain life*.

ENCOUNTER GROUPS

The Giraffelich will sometimes enlist the aid of other creatures, until it gets bored and moves on in search of something new. Typical allies are those who have some fascination with humans and similar creatures, whether malignant or benign.

Level 14 Encounter (XP 5,300)

- ◆ 1 giraffelich (level 13 solo controller)
- ◆ 2 banshrae warriors (level 12 skirmishers)
- ◆ 2 githzerai cenobite (level 11 soldiers)

Level 15 Encounter (XP 6,100)

- ◆ 1 giraffelich (level 13 solo controller)
- ◆ 1 lamia (level 12 elite controller (leader))
- ◆ 1 feygrove choker (level 12 lurker)

Giraffelich

Level 13 Solo Controller

Large immortal magical beast

XP 4,000

Initiative +9 **Senses** Perception +14; low-light vision
aura 1; any creature that starts its turn in the aura takes 10 necrotic damage
HP 512; **Bloodied** 256

Regeneration 10 (if the Giraffelich is hit with an attack that deals radiant damage, its regeneration does not function on its next turn)

AC 27; **Fortitude** 22; **Reflex** 28; **Will** 31

Resist 10 necrotic; **Vulnerable** 10 radiant

Saving Throws +5

Speed 8

Action Points 2

⊕ **Bite** (standard; at-will)

Reach 2; +18 vs AC; 2d8 + 6 damage. Against an immobilized target, this attack deals an extra 2d8 necrotic damage

⊕ **Kick** (standard; at-will)

+18 vs AC; 3d6 + 6 damage

‡ **Shake Off** (standard; at-will)

The Giraffelich makes two Kick attacks. If both hit, the target is pushed 1 square and knocked prone

‡ **Fling** (immediate reaction, when hit by a melee attack; at-will)

Reach 2; targets the triggering enemy; +17 vs Reflex; 1d10 + 6 damage, the Giraffelich slides the target 3 squares and knocks it prone

⊕ **Binding Bolt** (standard; at-will)

Ranged 10; +17 vs Reflex; 1d10 + 6 damage, and the target is immobilized until end of the Giraffelich's next turn

⚡ **Necrotic Burst** (standard; recharge ☞ ☞ ☞) • **Necrotic**

Area burst 1 within 20; +17 vs Fortitude; 3d6 + 6 necrotic damage

⚡ **Horrifying Cough** (standard; recharge ☞ ☞ ☞) • **Fear, Psychic**

Close burst 5; +17 vs Will; 3d6 + 6 psychic damage, and the target is pushed 5 squares and is dazed (save ends)

⚡ **Drain Life** (standard; encounter) • **Necrotic, Healing**

Close burst 2; +17 vs Fortitude; 4d8 + 6 necrotic damage, and the Giraffelich regains 64 hit points

Revitalize (free; when first bloodied)

The Giraffelich's Drain Life power recharges and he uses it immediately.

Alignment Unaligned

Languages —

Str 16 (+9)

Dex 16 (+9)

Wis 16 (+9)

Con 16 (+9)

Int 16 (+9)

Cha 16 (+9)

PLAYING THE GIRAFFELICH

The Giraffelich is shrouded in mystery, and its behavior and appearance should bear that out. Despite its beastliness, it wears dark robes and arcane bracelets like one would expect of a spellcaster.

Its long neck also allows it to wear multiple neck slot items, so feel free to customize him with additional items as appropriate to your purpose in your campaign.