

Alhoon (Illithilich)

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Community or solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T, Vx6 (x6 in lair), X
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8+4
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4 + special
SPECIAL ATTACKS:	Mind blast, spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	9,000

PLAYER/S OPTION™:

#AT 1	Dis4 /Sci5 /Dev14	PS =Int	PSPs=250 + d100
	Att: EW, II, MT; Def: All	MTHACO 18	MAC 5

Psychokinesis: Devotions—body control, levitation.

Psychometabolism: Sciences—body equilibrium (their only psychometabolic power).

Psychoportation: Sciences—probability travel, teleport; Devotions; astral projection.

Telepathy: Sciences—domination, mindlink; Devotions—awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.

Other Powers: Various; two sciences, five devotions.

Alhoon look like living mind flayers (mauve-skinned, octopus-headed beings with four mouth-tentacles, and three-fin-gere hands). The only visible difference between illithids and illithiliches is that an alhoon's skin is dry and often wrinkled, never glistening with slime.

Combat: Alhoon attack with four tentacles, as living mind flayers do. Once a tentacle hits, it inflicts 1d4 points of damage per round as it bores into the victim's body. Attacks on a tentacle (AC 7) inflicting 5 points or more points of damage in a single round cause it to recoil. It draws out of the victim's body, later striking at a new spot; an attack roll is required. If the victim's head is hit, boring time to the brain is 1-4 rounds, at which point the victim dies. Tentacles striking elsewhere than the victim's head inflict damage for 4 rounds, then withdraw; they are not long enough to reach the brain.

Illithiliches have the mind blast it had in life (cone 60 feet long, opening from 5 to 20 feet; save vs. wands or stunned 3d4 rounds) and psionic abilities common to all true mind flayers (the equivalent of a 7th-level psionist—4 disciplines, 5 sciences, and 14 devotions). Alhoon additionally attack with mind thrust, and individual abilities are possessed as well (consult PHB^R5 The Complete Psionics Handbook).

In addition to their tentacles and psionic abilities, illithiliches can cast spells as 9th-level wizards (spells: 4, 3, 3, 2, 1). Typically, they use a wide variety of spells seized from human wizards, spellbooks found in tombs, and the like—and always avidly seek more, driven by their hunger for power. An alhoon cannot use other attack forms in the same round as psionics.



Alhoon gain no special undead attacks (such as a human lich/s touch), but do have standard undead immunities to sleep, hold, and charm-related magics. They cannot be turned by priests, and are not harmed or impeded by holy water, protection from evil, sunlight, or cold-wrought iron or silver weapons—but are subject to spells specifically affecting undead.

Habitat/Society: Alhoon spurn illithid societies ruled by elder-brains, and do not hesitate to take living mind flayers as thought-controlled slaves (just as they took all other creatures as slaves when alive—a process continued in lich state). They usually live alone in the surface world, often slaying a human wizard and taking over his remote tower. In the Underdark, they cooperate for mutual survival, sharing spells and aid freely to overcome drow, duergar, cloaklers, aboleths, and living mind flayers alike. Alhoon regard true liches and beholders as their greatest rivals, and accordingly destroy them whenever prudently possible.

Ecology: Alhoon have no need for sustenance, but their bodies adapt only imperfectly to lich state; many steps of most lich-creation processes used by others fail on a strongly magic resistant mind flayer body. Alhoon are plagued by ongoing skin wrinkling and tissue desiccation, which they counteract by bathing or by drinking water, soup, alcohol, and other liquids. Nutrients need not be ingested; poisons absorbed in this way will harm an alhoon (lowering its hit points no further than a minimum of 6 hit points and not killing it). The illithilich state neutralizes most poisons (restoring all damage done by them) in 2d4 turns.

Illithiliches enjoy devouring brains just as they did in life, but do not need to do so. Sometimes (3 in 12 chance), devouring a brain gives an alhoon mental glimpses of 1d12 thoughts that the brain held, either a random or (if the alhoon concentrates on a topic such as magical items, written spells, or treasure locations), thoughts most closely related to a chosen topic.

Essence of alhoon brain is an exotic ingredient in spell-writing inks, and can be employed to great advantage in the craft-ing of magical items that affect the minds of creatures.