

CHAPTER FIVE

CHARACTER CREATION

"This is a journey of great sacrifice; life force in exchange for enlightenment..."

Lich States

A Lich State is the evolutionary level of an Arcane Lich. Beginning with Death Touched and ending with Spectral, it is a general indication of the age and power of a Lich. Liches of different States take very different physical forms; some look almost human while others are nothing but bleached bones and gleaming eye sockets.

A Lich may advance their State by casting the next Arcane Ritual in the sequence. Casting the wrong Ritual has absolutely no effect whatsoever (although the Ritual is performed and all materials expended). A Lich can advance naturally between States, but to do so can take years, decades, or even centuries and is wholly dependant on the power and wisdom of the Lich. Evil Liches, or those wholly concerned with self and power advance much more slowly than other, more neutral Arcane Liches.

Lich Types

The Lich Types were created by the Guild of Wizards and represent seven very different Orders of differing powers and personal beliefs. Joining one of the Orders requires a Binding ritual performed by *any* high-ranking member of that Order. While this does not need to be done in Kethak, the Conclave are careful about accepting new members and competition is harsh. A Lich may be Bound to an Order from their Death Touched State providing they have a Mentor (see p. 105). Once a Lich is Bound to an Order, it is permanent. A mortal or Lich that has *not* yet been bound to an Order has no Type or powers beyond those enjoyed through State. Known as Unbound Liches, those of Sunken Lich State and beyond are considered weak and inferior, outcasts by Lich society and the Conclave. The Lich Types start with Artificer and end with Umbral Lich and begin on p. 30.



THE RITUAL OF THE ARCANE DISPLACEMENT - LIVING DEAD

"I stand on the threshold of life and death. My mind is alive with possibility..."

There is something distinctly unnatural about the Living Dead. They have taken a great stride into undeath and have given up much of their mortality in exchange for greater knowledge of the Arcane. They carry the stale air of death about them wherever they go.

Appearance: The flesh of the Living Dead takes on the color of porcelain. They appear gaunt and desperately emaciated. Straddling the border between life and death the Living Dead have shadowy eyes that gleam eerily in darkness. They seem to breathe very slowly and deeply. Features are tinted with green or blue and lips (when they have any color) take on a deep sapphire hue.

The Living Dead have lightly veined faces and almost skeletal hands. They have very little flesh on their bodies and even the most corpulent of individuals will have slimmed down to a mere shadow of their former selves. They eat little and quickly grow tired when exerting themselves. Bodily functions have all but stopped; hair and nail growth slowed to a fraction. For more information on the appearance of the Living Dead that have been bound to a Lich Order, see *Physical Transformation*, p. 20.

Living Dead characters sleep in a comatose state on the very edge of death. They are easily confused for corpses in this condition. They rarely dream and many suffer from waking hallucinations as a result.

Society: The Living Dead are less numerous than the Death Touched, yet countless numbers exist in Chapters across the mortal realms or in Kethak where they study hard to increase their knowledge. Many go on quests to increase their power in an attempt to cast the next Ritual where they may finally become reborn as Arcane Liches.

Personality: The Living Dead are deeply affected by the forces of Arcane and necromantic energy that flow through them. Many grow distanced from their mortality, mind and body twisted by the Arcane into new and often inhuman forms.

The Great War: The Living Dead are greatly prized by the Void. Their increased powers and readiness to become Sunken Liches make them desirable to the Powers of Darkness. Those Living Dead that remain in the mortal realms must be exceedingly careful to avoid detection or be corrupted into the ranks of the Void. The Living Dead are amongst the greatest number of Liches that make war with the Great Corrupter in the mortal realms.

Lifespan: The Living Dead age fifty percent more slowly than mortals. At the end of their extended lives they simply pass naturally into death and are forgotten by the universe.

Role Playing the Living Dead: You are Living Dead; you fit neither in the world of the living nor the realm of the dead. You have sacrificed much of your mortality in search of knowledge and power and you have been given a choice: to continue down the Arcane path, or to remain in safety, certain that you will live out the rest of your days, barely more than a scrap of life with just enough breath to see you through each day.

Life or undeath, whatever you decide, the Void will always be searching and the greatest powers will lie just beyond your reach...

Creating a Living Dead Character: A Living Dead character has all the base character's statistics and special abilities except as noted here.

Type: The character's type changes to Living Dead. Do not recalculate base attack bonus, saves or skill points.

Hit Dice: Increase all current and future Hit Dice to d6s.

Speed: Same as the base character.

Armor Class: +2 natural armor bonus or the base character's natural armor bonus, whichever is better.

Attack: Saves against Living Dead characters have a DC of 10 + Half HD + Intelligence modifier unless noted otherwise.

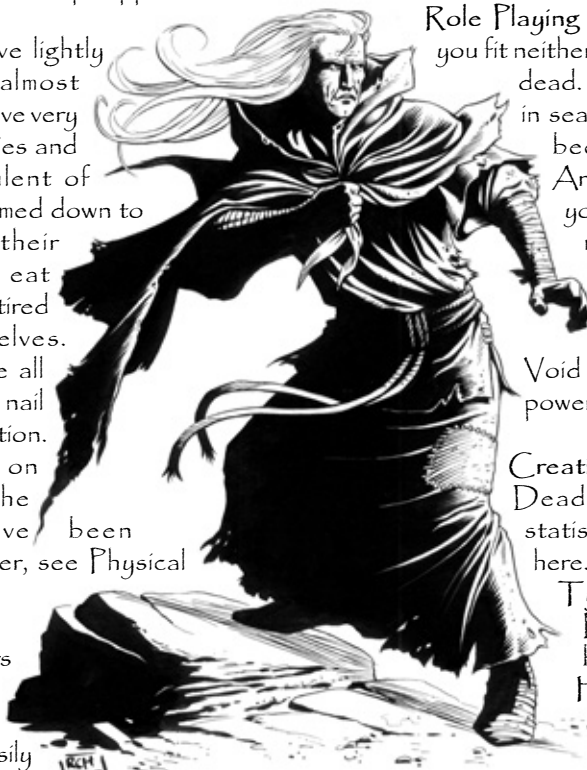
Special Attacks: None.

Special Qualities: A Living Dead character retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): Living Dead characters gain Damage Reduction 5/blessed, magic.

Death's Endowment (Su): The Living Dead need fifty percent less sustenance and four fewer hours sleep per day to function effectively.

Drain Arcane (Su): As the Death Touched power, Drain Arcane.



PRIME LICH

"The greater good. No, not your paltry mortal concept of good and evil, I mean the greater good - for the Arcane. We must all make sacrifices to ensure it prevails..."

Prime Liches (or High Liches) are those Liches given to learning and discovery. They are the loremasters and sages, scholars and tutors; the guardians of the Spectral and the protectors against the rising *shadow*.

Appearance: The most startling thing about Prime Liches is that they have shimmering purple eyes the color of Arcane energy. Their bodies have a silver sheen to them, as if touched by moonlight. They can always be found wearing the ornate purple robes of their Order.

Prime Liches stand taller and straighter than other Liches and have visible auras of gleaming color. Imbued with potent Arcane energy, many Prime Liches leave Arcane footprints when they walk that glimmer for a few moments before dissipating.

Society: Prime Liches form the basis of Lich society and are seen as its leaders. The Conclave is made up of a large number of Prime Liches and the Order spends much of its time recruiting potential Liches from across the mortal realms.

Prime Liches are known as the most manipulative of the Lich Types as they will do whatever they must to ensure the Void is destroyed. They have a reputation for being exceptionally cunning and ruthless and for treating mortals as unimportant pawns in their great struggle.

The Prime Liches have the largest building in Kethak; the great sprawling *Arx Magister*, a tremendous structure of crystal and stone that is home to thousands of Liches, all in various stages of their development.

Prime Liches do much to assist other Liches on the Arcane path. They have formed many Chapters across the mortal realms where Liches can gather in relative safety, and do much to seek out and destroy corrupted Void Rituals.

Rituals: The Binding rituals of the Prime are without a doubt the most simple. The aspirant Lich is simply Bound

to the Arcane in a ceremonial ritual that lasts twenty four hours and requires much chanting and use of Arcane might from the heads of the *Arx Magister*.

Insanity: Prime Liches are most deeply affected by the *apotheosis* and *fugue* Insanities.

The Great War: Prime Liches are the deadly enemies of the Void. They represent the forces of the Arcane, the army of possibility. Gathering in the mortal realms they recruit suitable mortals in the largest cities and watch for the rise of the Void. Prime Liches are known to have a very heavy hand, pulling mortals into the War without any comprehension of their feelings.



Role Playing a Prime Lich: You are one with Creation. You can feel its pain; understand that all it wants to do is sleep. The Void is a dark coal that burns in your unbeating heart. It needs to be stopped - no matter *what* the cost. You have ascended to the next level, leaving your mortal shell far behind. Death was inevitable and you have taken the next logical step towards greatness. You are seen as aloof and arrogant, yet there is no time for mortal sentiment; you must face your destiny and bring balance to reality. You and your Order are all that stand between the Arcane and the destruction of everything...

The Lords of the Night: Liches

Publisher: Bottled Imp Games

Title: The Lords of the Night: Liches

Stock Code: BIP1001

Retail Price: \$21.99

Forget everything you know about Liches, there's a new power in town...

The eagerly awaited follow up to the critically acclaimed Darkness Rising series, The Lords of the Night: Liches allows players to become Arcane Liches, creatures older than mountains with the ability to shape the very fabric of reality itself.

With the emphasis on role-playing, The Lords of the Night: Liches allows players to take up arms against the Void, the force of madness and corruption that threatens to destroy the mortal realms. Fully compatible with The Lords of the Night: Vampires, the night may never be the same again.

The Lords of the Night: Liches contains:

- ◆ Seven new and exciting Lich Types from Artifex to Umbral.
- ◆ Comprehensive rules enabling PCs to create and play undead Arcane Liches from 1st level.
- ◆ Gorgeous art by a team of talented designers.
- ◆ Completely new rules for Sorcerers: the power to alter the universe by thought alone.
- ◆ Insanity rules. Harness the power of the Arcane, but at a terrible price – your own sanity.
- ◆ The Spectral Plane; the realm of dreams and imagination.
- ◆ Explore Kethak: the City of Lost Souls.

Coming 19th November 2003.

The night will never be the same again...



Darkness Rises