

## LICH KING

**Natural Habitat:** Crypts, Ruins

**Frequency:** Very Rare **Number:** 1

**Description:** A Lich King is a Greater Undead, created when an Adept of the College of Necromantic Conjurations uses the Ritual of Becoming Undead (45.7, R-3) to become a Greater Undead.

A Lich King is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of cold, unearthly light burn on in the empty sockets.

Liches speak any languages they knew in life.

**Talents, Skills, and Magic:** These creatures may use any and all human skills, talents, and magic that they knew in their mortal life, though they cannot access these abilities until they achieve some degree of sentience. In addition, they can use all talents, spells and rituals of the College of Necromantic Conjurations with at least rank 15, or better. Additionally, once every three months, the Lich King may summon Lesser Undead as per The Ritual of Summoning and Binding Lesser Undead (45.5, Q-1), but without the requirement of the circle of protection or requirement to maintain concentration, due to their close association with the nature of death and the undead. The Lich King may not command more than 80 Lesser Undead in this manner.

They can use weapons, wear armor and carry shields just as they did when they were alive. Their touch is frighteningly chilled, and any character that comes into contact with a lich suffers D+4 damage. This damage is never absorbed by normal armor.

**Movement Rates:** Running: 150

**PS:** 30-45 **MD:** 15-25 **AG:** 15-25 **MA:** 20-30

**EN:** 20-35 **FT:** 25-40 **WP:** 25-30 **PC:** 20-30

**PB:** 3-7 **TMR:** 6 **NA:** None

**Weapons:** Lich are treated as humans for all purposes in combat, except that they can only be harmed by magical or silvered weapons. In addition, the touch of a Lich causes D+4 damage, which cannot be absorbed by mundane armor.

**Comments:** An integral part of becoming a lich is creating a magic soul container in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its soul container. Unless its soul container is located and destroyed, a lich reappears 1d10 days after its apparent death. Each lich must make its own soul container or with an appropriate Artisan skill or a Mechanician, which requires rank 10. The character must be a Shaper or able to work with one with a well-stocked laboratory of at least rank 11. The soul container costs 364*d* and the Shaping of it costs 165,280*d*. The most common form of soul container is a sealed metal box containing strips of parchment on which magical phrases have been transcribed, called a phylactery. Other forms of soul containers can exist, such as rings, amulets, or similar items. Lich Kings cannot abide sunlight or exposure to consecrated objects, taking D-5 for each round they are exposed to either and will attack anyone forcing them in contact with either until they can escape or otherwise cease contact.

Lich Kings will occupy or create a large crypt complex which allows them contact with their minions but, keeps them well insulated from the dreaded sunlight. Such a complex will usually be trapped and filled with Lesser Undead.

They may ally with other Greater Undead, but such alliances are usually short-lived.