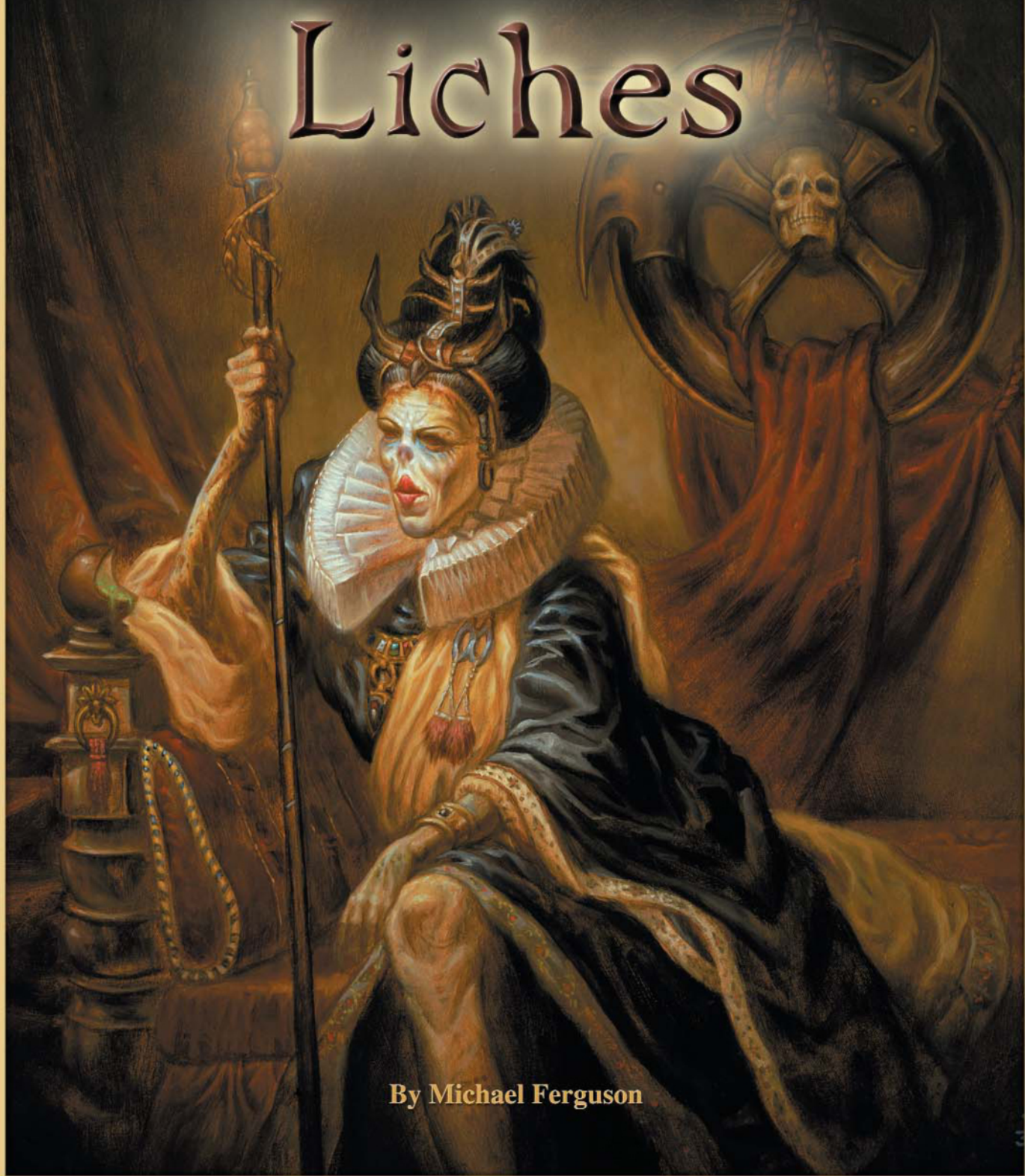


The Complete
Guide to

3RD
AGE

Liches



By Michael Ferguson

The Complete Guide to

\$14.99^{usa}

Liches

UNLIVING VESSELS OF EVIL PURSUING POWER KNOWN ONLY TO THE GODS

This definitive sourcebook allows you to create truly memorable villains...

No creature more fully embodies pure malevolence than the lich. To become one, an evil spellcaster must knowingly consume a potion that will end his life only to resurrect him as an unliving vessel of pure evil. Powered by vile negative energy, the lich's undead body no longer ages, granting him an effectively unlimited horizon to pursue centuries-long schemes. Whether in pursuit of earthly power, eldritch mastery, or enigmatic secrets, the lich has no mortal barriers as he steadily grows in power. As such, the lich provides the ultimate adversary to a party of heroes.

The Complete Guide to Liches examines these foul monstrosities from

start to finish: from the earliest days when a lich still resembles its mortal form, to the twilight years when the lich's decaying body is nothing but dust and bones. This sourcebook features:

- Rules and guidelines for creating a lich, his lair, and his minions.
- New spells and feats for rounding out lich opponents.
- New kinds of liches, ranging from the feared dracolich to the short-lived novalich.
- New prestige classes that let liches explore their special abilities in new directions, such as the Keeper of Oblivion and Necrotic Potentate.
- A variety of pregenerated lich villains.

The Complete Guide to Liches is 100% stand-alone and world-neutral. It can be integrated easily into any fantasy setting.



Requires the use of the Dungeons & Dragons® Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



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The Complete Guide to Liches

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Introduction

The banging on the gates grew louder and louder. Dharion Khryll, master of Castle Khryll and all its surrounding lands, ignored the noise. No doubt his ignorant serfs were trying to break into his ancestral home to destroy him – “monster,” they called him, since he had cheated death. “Lich lord,” they whispered. And deep in the remnants of his heart, he knew that their whispers were right. But Dharion Khryll knew that becoming a lich had not made him an evil monster – magic could not make a man evil, surely they would understand that.

But he could not worry about the blood-crazed peasants. Not now, at any rate.

The undead Lord of Castle Khryll turned his head toward his bedchamber. On the bed lay his dying wife Elisha, her living flesh nearly as withered away as his own undead skin. Her love for him was strong – so strong, in fact, that she had remained devoted to him even in his new state of undeath – and Dharion Khryll still loved her. He had managed to defy death to remain at her side. He had no intentions of losing his love to death now.

With a desiccated finger, the lich turned the pages of the spell book next to the bed, even as his dying wife struggled to breathe. The lich smiled a hideous smile as he reached a page labeled “The Philolich.”

“Death shall not separate us. Instead, it will join us forever, my love,” murmured Dharion Khryll.

Liches are powerful undead creatures – mortal wizards, warriors, and other beings of might who use the dark necromantic arts to make their spirits immortal. While their flesh and blood withers away, their magically altered life-force allows them to exist, though at a terrible cost.

This book offers a complete guide to liches. It contains everything you need to role-play them in your campaign: social habits, personality traits, combat strategies, and guidelines for creating liches and lich variants. While it is strongly recommended that player characters not be permitted to become liches, this book still contains information and gaming materials that can be used by both players and game masters. This book is not designed for any specific setting, and the information found within can be used in any campaign.

