

Elixir of the Lich

To become a lich, a wizard must attain at least the 18th-level of experience. The candidate for lichdom must have access to the spells; *Magic Jar*, *Soul Cage* & *Gentle Repose* (cast at no less than a 5th level spellslot.)

The process of attaining Lichdom is ruined if at any point the wizard dies. Even if a successful resurrection follows, the operation must be started anew. The process involves the preparation of a magical phylactery and a potion. Most candidates prepare the potion first and arrange for an apprentice or ally to raise them if ingestion of the potion proves fatal. Preparation of the phylactery is so expensive that most candidates do not wish to waste all the effort of its preparation by dying after it is completed but before they are prepared for lichdom.



The nine ingredients of the potion are as follows:

- Arsenic* (2 Drops of the purest distillate)
- Belladonna* (1 Drop of the purest distillate)
- Blood* (1 Quart of Unicorn yearling blood, killed by Wyvern venom)
- Blood* (1 Quart of Demi-Human; killed by a Phase Spider)
- Blood* (1 Quart of blood from a Vampire)
- Heart* (1 Humanoid heart, killed by poisoning from a mixture of Belladonna & Arsenic)
- Reproductive Glands* (From 7 Giant Moths dead for less than 10 days, ground together)
- Venom* (1 Pint of Phase Spider venom from less than 30 days previous)
- Venom* (1 Pint of Wyvern venom from less than 60 days previous)

The ingredients are mixed in the order given by the light of a full moon, and must be drunk within seven days after they combine into a glowing bluish, sparkling black liquid. All of the potion must be drunk by the candidate, and within six rounds will produce an effect as follows (roll 1 d100):

Roll	Effect
1-10	All body hair falls out, but potion is ineffective (the candidate knows this). Another potion must be prepared if lichdom is desired.
11-40	Candidate falls into a coma for 1d6+1 days, is physically helpless and immobile, mentally unreachable. Potion works; the candidate is aware of this.
41-70	Potion works, but candidate is feeble-minded. Any failed attempt to cure the candidate's condition is 20% likely to slay the candidate.
71-90	Potion works, but candidate is paralyzed for 2d6+2 days (no saving throw, curative magic notwithstanding). There is a 30% chance for permanent loss of 1d6 Dexterity points.
91-96	Potion works, but candidate is permanently: 01-33: Deaf 34-66: Dumb 66-100: Blind
97-00	Death, potion does not work.

The successfully prepared candidate for lichdom can exist for an indefinite number of years before becoming a lich. He or she does not achieve lichdom upon death unless preparation of his or her phylactery is complete. A successfully prepared candidate may appear somewhat paler of skin than before imbibing the potion, but can-not mentally or magically be detected by others as ready for lichdom. The candidate, however, is always aware of readiness for lichdom, even if *charmed* or insanity or memory loss occurs. (A charmed candidate can never be made to reveal where his or her phylactery is—although the candidate could be compelled to identify what the phylactery is, if shown it.)

A phylactery may take any form—it may be a pendant, gauntlet, scepter, helm, crown, ring, or even a lump of stone. It must be of inorganic material, solid, and of high-quality workmanship if of human manufacture. The phylactery cannot be an item having other spells or magical properties on or in it. It may be decorated or carved in any fashion.

The process will take **30 consecutive days** at a Gold cost of **250,000 gp**. A process requiring continual handling of the phylactery for a long time. The phylactery must successfully make a saving throw vs a DC6, a result of a 1 on the save is always a failure. The wizard may add his **Intelligence** modifier to the save upto +3.

When the phylactery is made ready for enchantment, the candidate must cast **Soul Cage** on it. Percentile dice are rolled; the spell has a 50% chance of working, plus 6% per level of the candidate (or caster, if it is another being) over 11th level. The phylactery glows with a flickering blue-green, faerie fire like radiance for one round if it is successfully receptive for the candidate's essence.

The candidate then must cast **Gentle Repose** at 5th level on the phylactery, and within one turn of doing so, cast magic jar and enter it with his or her life force.

Upon entering the phylactery, the candidate instantly loses one experience level along with its commensurate spells and hit points. The essence and lost hit points remain in the phylactery, which becomes AC20 and has those hit points from now on. The candidate is now a lichnee, and must return to its own body to rest for 1d6+1 days. The ordeal of becoming a lichnee is so traumatic that the candidate forgets any memorized spells of the top three levels available, and cannot regain any spells of those levels until the rest period is complete. (Candidates usually then resume a life of adventuring to regain the lost level.)

The next time the lichnee candidate dies, regardless of the manner or planar location of death, or barriers of any sort between corpse and phylactery, the candidate's life-force goes into the phylactery. For it to emerge again, there must be a recently dead (less than 30 days) corpse within 90 feet of the phylactery. The corpse may be that of any creature and must fail an **Intelligence** saving throw vs. the spell save DC of the wizard or be possessed. If it makes its saving throw, it never receives the Lich. Good aligned humanoids are at -2 to the saving throw, Neutral aligned characters are at -4 and Evil suffer -6 to thier save.

The candidate's own corpse, if within range, is at -10, and may have been dead for any length of time. The lichnee may attempt to enter its own corpse once per week until it succeeds. (A phylactery too well hidden might never offer the lichnee a corpse to enter. Many lichnee commit suicide to save themselves such trouble.) When the lichnee enters its own corpse, it rises in 1d4 days as a full lich, with all memorized spells in life and all undead abilities described in the **Monster Manual**.

