

# OOPS! ALL LICHES



DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

## Introduction

The idea for *Oops! All Liches* came during a discussion with my friend Andrew. He was explaining to me how he always thought it would be funny to run a campaign where everyone was a lich, and the kind of antics that would ensue from a group of traditionally all-powerful loner undead wizards all banding together to do regular adventurer stuff.

And, well, never one to let a ridiculous idea to go waste I started working on exactly what that would look like.

Running a lich-based campaign is not so different from a standard fantasy campaign. Like regular adventurers, most liches seek treasure and magic items.

Instead of villages and castles they make their homes in ancient temples, obsidian ziggurats, and crumbling necropolises. Instead of ale and mutton they drink dangerous mixtures of potions and devour souls. Liches are creatures of selfishness, indulgence, and extravagance.

But everyone starts somewhere. Liches must be created through forbidden rituals and ancient magic. And once created they must continue working to obtain the final prize: the eighth level of lichdom.

Liches align themselves with monstrous creatures and travel through chaotic cities looking for sources of wealth and power. They ransack churches and villages for relics, and fight off roving bands of adventurers. And they aren't above working together, pooling their minions with fellow liches to create swarms of creatures to overrun polite society.

## How to Use This Book

Within this book you'll find various tables for generating adequately dark and sinister locations to take your band of liches to, various quests that might interest them, and tips on running a high-level, mostly evil campaign.

Referees may generate their campaign entirely by random dice rolls, pick and choose what they like from the provided tables, or mix the two methods for a slightly more directed random generation. Any method is valid, and each referee should do what feels right (and fun) for their table.

Instead of providing long lists of lore and information this book seeks to give you everything you need to run a game at the table with little or no prep. Outside of the provided class information there are no new rules to remember or work within. This book exists to *supplement* the game as it already exists, not replace portions of it.

This book uses only creatures from the *Old-School Essentials* SRD to ensure that referees will have access to the information no matter which version of the game they prefer, but those with access to more (or their own homebrew) creatures should feel free to slot them into the tables where applicable.

Generating NPC adventuring parties may also be desired to provide proper encounters and rivals for your party of liches. While the materials in *Old-School Essentials* provide a good method of doing this, Necrotic Gnome also has a series of online generators that will quickly spit out entire fully equipped parties on the fly. Links to those can be found in the resources section at the back of the book.

## The Big Bad Not-So-Evil Guy

Liches have a bit of a reputation. They're often treated like irredeemable evil bastards, when all they really wanted was a little taste of eternal life. Magic-Users become liches for all sorts of reasons other than just being evil. Maybe they had some important work they needed to finish, wanted to oversee the use of some of their inventions, or were just scared of the Great Beyond. Liches aren't necessarily evil, but they certainly are selfish. Players will need to devour souls to maintain their form, but no one said the souls they devour need to be innocent ones. Though playing an evil-for-evil's-sake lich can also be fun! It's up to each group to determine exactly how evil they want to be.

## Tone and Aesthetic

There's an inherent silliness to *Oops! All Liches* that helps break up the tone of running a party of liches. It also tempers the rather unpredictable nature of high level play, which can often turn on a dime.

While the world that liches inhabit is dark and horrible to our warm, fleshy sensibilities it's just another day in the life for them. Taverns of vampires that serve only blood, goblin-fueled tavern brawls, and zombies pantomiming regular villager activities.

Keeping the tone and aesthetic light and airy helps overcome some of the heaviness of running this kind of campaign. Monsters are often depicted as one-dimensional in tabletop role-playing games, but here you're given a platform to show that they too have desires and emotions.

## Evil is Fun, Until it Isn't

Referee's running *Oops! All Liches* should consider cranking up the negative aspects of basic NPCs, villagers, and other foes that liches might encounter in their travels. While burning down an innocent village might seem cool on paper, actually doing so in-game can be quite horrific.

Villagers and other NPCs should be haughty, arrogant, intolerant, and spiteful toward liches. Consider removing animals and children from smaller farming villages, and making parties of adventurers arrogant smartasses. The game should be one of wanton spell-slinging and destruction, not the realistic ramifications of such. Tone is important and should be firmly set by the referee through NPC interactions.

Optionally, the referee may avoid the more unsavory aspects of evildoing by simply making giving normally lawful NPCs and settlements evil tendencies and desires.

## Flipping the Script

When running a game for a party of liches it's important that the referee create encounters that make sense. Thankfully, most of the existing encounter tables in *Old-School Essentials* work fine since they're not particularly tilted to either lawful or chaotic alignments.

But where applicable the referee should be prepared to flip the script. Brigands can appear as town guards, bandits as angry villagers, acolytes as holy priests, etc... It's also important to check the alignment of creatures encountered, since liches can recruit creatures of chaotic alignment. This includes goblins, orcs, most undead, and any chaotic adventurers of sufficiently low HD.

## Creating a Lich

Liches are traditionally created when a 7th level Magic-User (or other class that uses the MU spell list) performs the necessary rituals listed in the Lich class description to transition. But not all players will be willing to dedicate a hard-earned 7th level character to the greater cause of being a kickass lich.

Thankfully, creating a lich from scratch is a simple affair. Simply roll randomly for the spells and inventory (re-rolling repeat results) to create your “base” character and then apply the lich progression tables.

After filling out your character sheet it’s important to differentiate your lich from those around you. After all, *yours* is the coolest one, right? Either

make up the following features or grab a fistful of D12s to roll them randomly.

Liches take great pride in themselves, their attire, and their appearance. They might look like a little strange or off-putting to the average farmer, but every lich has their very own style.

Spells							
4d12	Level 1	3d12	Level 2	2d12	Level 3	2d12	Level 4
1	Charm Person	1	Continual Light	1	Clairvoyance	1	Charm Monster
2	Detect Magic	2	Detect Evil	2	Dispel Magic	2	Confusion
3	Floating Disc	3	Detect Invisible	3	Fire Ball	3	Dimension Door
4	Hold Portal	4	ESP	4	Fly	4	Growth of Plants
5	Light	5	Invisibility	5	Haste	5	Hallucinatory Terrain
6	Magic Missile	6	Knock	6	Hold Person	6	Massmorph
7	Protection from Evil	7	Levitate	7	Infravision	7	Polymorph Others
8	Read Languages	8	Locate Object	8	Invisibility 10' Radius	8	Polymorph Self
9	Read Magic	9	Mirror Image	9	Lightning Bolt	9	Remove Curse
10	Shield	10	Phantasmal Force	10	Protection from Evil 10' Radius	10	Wall of Fire
11	Sleep	11	Web	11	Protection from Normal Missiles	11	Wall of Ice
12	Ventriloquism	12	Wizard Lock	12	Water Breathing	12	Wizard Eye

Customizing Your Lich					
D12	Phylactery Vessel	D12	Clothing	D12	Appearance
1	Gold skull necklace	1	Flowing purple robes	1	Totally skeletal
2	Platinum chalice	2	Tattered wrappings and bandages	2	Covered in oozing sores and pustules
3	Jeweled potion bottle	3	Dirty and torn priest's robe	3	Greenish skin and red eyes
4	Silver puzzle box	4	Leather jerkin pulled over thin robes	4	Leathery, scab-covered skin
5	Golden music box	5	Heavy blood-red robes with a golden crown	5	Exposed muscle tissue, oozing blood
6	A small bronze treasure chest	6	Black robes with golden trim	6	Pale skin with skeletal arms
7	Gold locket	7	Star covered robe with matching hat	7	Ghostly white skin with throbbing, blue veins
8	Fossilized dragon egg	8	Brown robes with a deep green cloak	8	Hard, cracked skin that flakes off
9	Small framed picture of a magic-user	9	Black coat with gold buttons and red cloak	9	Skeletal head
10	Marble box with platinum trim	10	Stained white robe trimmed in grime	10	Long, stringy hair that pulls off in clumps
11	Small gold statue with secret compartment	11	Fur-lined cloak over kingly surcoat	11	Exposed ribcage and blackened heart
12	Golden staff with crystal top	12	Flowing loincloth and silver circlet	12	Totally skeletal with gold plating

d12	Names	Titles
1	Grognar	Lord of Flesh and Bone
2	Dolfeen	Master of the Festering Seas
3	Elmorien	Fugitive of the Seven Hells
4	Malick	Savior of the Skeletal Damned
5	Simphar	The Flaming Skull
6	Tortalion	The Cursed and Blighted One
7	Gresh	King of Undeath
8	Salimon	Bringer of Suffering
9	Zelf	Damned One
10	Hagfield	Killer of Hopes
11	Plavius	Darkness that has No Light
12	Wephrode	First Lord of Hell

# THE LICH

**Requirements:** Min. WIS 9, Min. INT 9, level 7 in class that uses MU spell list

**Prime Requisite:** INT

**Hit Dice:** 1d4

**Maximum Level:** 8

**Armor:** None

**Weapons:** Dagger, staff, wand

**Languages:** Alignment, Common

Liches are the eternal bodies of any PC that uses the Magic-User spell list who have cheated death to obtain eternal life. They are stitched together with spells, magic items, and the souls of those they've vanquished. Lawful liches may exist at the referee's discretion, possibly as agents of powerful empires.

## Arcane Magic

See **Magic** in *Old-School Essentials* for full details on arcane magic.

**Magical research:** A lich of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. They are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the lich class, as judged by the referee.

**Spell casting:** Liches carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the lich's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level lich has 10 spells in their spell book, selected by the referee (who may allow the player to choose).

**Using magic items:** As spell casters, liches are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

They are, however, not able to use magic items with effects that charm or control living creatures, including humans (e.g. a ring that controls animals).

## Becoming a Lich

Any arcane caster of 7<sup>th</sup> level or higher may become a lich. The process involves brewing or purchasing a Potion of Transformation, procuring a vessel for a phylactery, and casting the following spells on the phylactery before drinking the potion: Magic Jar, Projected Image, and Reincarnation.

Once all components are acquired and spells are ready the prospective lich must drink the potion and cast the spells on the night of a full moon. Once complete, the player converts their character entirely to the lich progression tables, retaining only spells learned and inventory items.

## Soul Devour

Liches require a tremendous amount of experience to increase their potent abilities. To supplement their natural aptitude with magic they are also able to devour the souls of other creatures. Anytime they or one of their summoned minions defeats a creature the lich may devour its soul. This must be done within 3 turns, and takes a full round action. XP gained from Soul Devour is as follows:

- If the creature has any experience points (a PC or retainer) the Lich may devour 10% of their total XP per lich level.
- If the creature is an NPC with no experience points, the lich instead absorbs the creature's HD x 10 experience points.

Liches still obtain other XP normally, but will need to devour large amounts of souls to meet their unusually high XP requirements for level advancement.

Lich Level Progression				Saving Throws					Spells					
Level	XP	HD	THACO	D	W	P	B	S	1	2	3	4	5	6
1	0	8d4	17	11	12	11	14	12	3	3	2	2	-	-
2	150,000	9d4	17	11	12	11	14	12	3	3	2	2	1	-
3	300000	9d4+1*	17	11	12	11	14	12	3	3	3	3	2	-
4	450000	9d4+2*	17	8	9	8	11	8	4	3	3	3	2	1
5	600000	9d4+3*	14	8	9	8	11	8	4	4	3	3	3	2
6	750000	9d4+4*	14	8	9	8	11	8	4	4	4	3	3	3
7	900000	9d4+5*	14	8	9	8	11	8	4	4	4	4	3	3
8	1050000	10d4+5*	12	6	7	6	9	6	4	4	4	4	4	4

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;

**P:** Paralysis / petrify; **B:** Breath attacks;

**S:** Spells / rods / staves.

## Phylactery

The process of becoming a lich requires the removal of the soul from the body and storing it in a powerful vessel known as a phylactery. Phylacteries can be any mundane item of the player's choosing as long as they are able to be engraved with the personal rune of the lich.

Once imbued with the soul of a lich they are powerful magical items. Any lich carrying their phylactery on their person receives a +2 bonus to their AC. However, if a lich's phylactery is ever destroyed then they must create a new one or lose their regeneration ability the next time they're destroyed.

Once created, a phylactery may never be changed and the lich can always mentally locate it as long as they are both on the same plane of existence.

## Regeneration

If a lich is destroyed but their phylactery remains intact then they may regenerate their body in 1d4 months. This process is slow and laborious, and during this period the destruction of the lich's phylactery results in their permanent death.

## Combat

Liches can use daggers and staves. They are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

## Minions

Chaotic creatures and fellow undead often flock to liches in the form of minions. Starting at level 1 a lich may employ and command creatures according to the table below. Recruitment may be done once per day by rolling 2d6 to determine the number of HD affected, meeting or exceeding target numbers.

Minions follow morale rules normally in combat. Once per day they make an automatic morale check. Attracting normal retainers is nearly impossible for a lich, as even chaotic humans are repulsed by their nature.

Attracting Minions								
Hit Dice of Monster Type								
Level	1	2	2*	3	4	5	6	7-9
1	R	4	6	8	10	12	-	-
2	R	R	4	6	8	10	12	-
3	R	R	R	4	6	8	10	12
4	R	R	R	R	4	6	8	10
5	R	R	R	R	R	4	6	8
6	R	R	R	R	R	R	4	6
7	R	R	R	R	R	R	R	4
8	R	R	R	R	R	R	R	R

**R:** Recruitment succeeds

## Settlement Generator

d8	Modifier	d10	Settlement	d20	Inhabitants	d20	Twist
1	Abandoned	1	Hill burrows	1	Brigands	1	Constantly pranked by sprites
2	Crumbling	2	Keep	2	Bugbears	2	Covered in yellow mold
3	Damned	3	Mine	3	Cultists	3	Dinosaur breeding ground
4	Haunted	4	Mountain	4	Cyclopes	4	Gelatinous cube farm
5	Infested	5	Necropolis	5	Doppelgangers	5	Guarded by skeletons
6	Overrun	6	Temple	6	Exiled Drow	6	Haunted by spectres
7	Rotting	7	Town	7	Ghosts	7	Hunts nearby warp beasts
8	Ruined	8	Treetop town	8	Goblins	8	In path of migratory stirge flock
		9	Wizard tower	9	Hill giants	9	Infested with carcass crawlers
		10	Woods	10	Hobgoblins	10	Ooze and slime wranglers
				11	Kobolds	11	Pay taxes to a local dragon
				12	Lycanthropes	12	Pet rust monsters
				13	Manticores	13	Protected by wights
				14	Ogres	14	Ruled by a demon/devil
				15	Orcs	15	Ruled by hobgoblin king
				16	Pirates	16	Starving
				17	Trolls	17	Swarms of robber flies
				18	Vampires	18	Troglodyte workers
				19	Wild Berserkers	19	Under seige by Rocs
				20	Zombies	20	Worship a purple worm

## Generating a Settlement

To generate a settlement roll a d8, d10, and 2d20.

The modifier table details how the settlement came to be inhabited by chaotic creatures in the first place. An abandoned location is one in which the creatures simply walked in and began inhabiting it, while an overrun location might have been won through war or conquest.

The settlement table details exactly what type of location it was originally. This can also inform the type of structures and general architectural details that one might find. Such as rope bridges in a treetop town or mine tracks in a mine.

The inhabitants and twist tables list what kind of creatures currently live there and what they might be doing or dealing with. It also may provide some broad quest hooks for the referee to slot and adventure into.



## Quest Generator

To generate a quest roll a d8, d10, and 3d12.

Location and action are the broad strokes of the quest. The exact details are left vague to give the referee room to work within their campaign, but will be partially filled in by the subsequent rolls.

Opposition, guards, and twist paint a more specific picture of the location, what's going on there, and what kind of creatures the party will encounter. Opposition consists of intelligent creatures while guards are a mix of intelligent and non-intelligent lawful/neutral creatures.

Twists and guards may be rolled multiple times to create more varied locations, or to fill in things like dungeons.

Do note that while this will fill in the inhabitants of a location it does not concern itself with power level. If you're looking for highly balanced encounters then selecting from the tables instead of rolling might be preferable. The HD of each creature type is listed to assist in this task. In some instances simply tweaking the number appearing will suffice.

d8	Location
1	Church
2	City
3	Farmlands
4	Military encampment
5	Mine
6	Roadside tavern
7	Small village
8	Trade route
d10	Action
1	Defeat guards
2	Defeat specific inhabitant
3	Destroy all opposition
4	Infect opposition, defeat guards
5	Infiltrate location and retrieve intel
6	Influence opposition
7	Kidnap member of opposition undetected
8	Locate artifact/friend/lover
9	Map location
10	Retrieve artifact/friend/lover

d12	Opposition (HD)	Guards (HD)	Twist
1	Adventuring party (varies)	Blink Dogs (HD4)	Adventurers have been fleeing the opposition
2	Centaur (HD4)	Gold dragon(HD11)	Guards are equipped with magic items
3	Dryads (HD2)	Griffons (HD7)	Knights patrol the road to location
4	Dwarves (HD1)	Iron Living statues (HD4)	Location is atop a sheer cliff
5	Elves (HD1+1)	Pegasi (DH2+2)	Location is besieged
6	Gnomes (HD1)	Large Roc (HD12)	Location is filled with explosive gas spores
7	Halflings (HD1-1)	Storm Giant (HD15)	Location is sinking into a swamp
8	Humans (HD1/2)	Swarms of giant rats (HD1/2)	Magical traps protect location
9	Merchants (HD1)	Trained bears (HD4)	Opposition is addicted to psychotropic mushrooms
10	Nobles (HD3)	Trained wolves (HD4+1)	Opposition is under protection by the King
11	Treants (HD8)	Unicorns (HD4)	Opposition is well-armed and armored
12	Veterans (HD 1 to 3)	Trained Mastodon (HD15)	Thieves are casing the location

**Calling all Magic-Users! Are you tired of being constantly killed? Sick to death of your adventuring party not respecting your power? Maybe you just want more time to work on your research!**

**If any of these apply to you then you're a perfect candidate for becoming a lich. After performing a simple ceremony any Magic-User (or equivalent magic using class) can become a powerful lich the likes of which your former adventuring party will cower in fear of. Stop being the butt of jokes and start summoning some minion!**

***Oop! All Liches* is a tool for creating liches using the new lich class detailed within. It also provides table for referees to randomly generate a campaign suitable for a party of liches.**