Lords of the Night - Liches

Jump by TheLastOne

There are many beginnings. Not all of them are true, and none of them are complete, but this one is true. In the beginning, there was the Arcane. Not the petty arcane of wizards and dragons and gods, but the true Arcane. It was a font of Imagination, of Possibility, of Creation. It birthed minds in its own image. Things of both Logic and Dream, and they dreamt grandly.

They dreamt of Universes full of Stars, orbited by Planets, full of Life. And that life was interesting. And so they dreamt of wars and hardships and of wonders and innovations. In their dreams, Heroes won, and Villains won. And they cared not, because while they had wonder and logic and imagination, they had not the slightest touch of morality, or the emotional investment Mortality brings.

Then the Void came. It came from outside their dreams, outside the Universes they had dreamed into being, outside everything, and it was of Hunger. It drank their Arcane Fires, the fires of making and creation. They tried to fight back, but those Arcane Intellects were things of creation, not manipulation or destruction. They didn't understand how to marshal their strength, and by the time they figured it out, they were too reduced.

And so they fled from their home in the Spectral Plane, the plane of Creation, Possibility, Wonder, and Intellect. They hid themselves on one of the Worlds they had dreamt into being, in an insignificant corner of one of its more obscure demi-planes. For in that world, there were peers of theirs, though ones they had never bothered to interact with.

The Powers of Light had touched that world, tried to guide the people there towards something better. Pointless, but the forces of The Arcane understood that the Powers of Light would oppose The Void as strongly as they would, and were more experienced in such conflicts.

The void had devised ways to trade Life for the Arcane, and corrupt the resultant being in doing so. Such Void liches were a horror upon the fabric of reality, but also a path forwards. And so they created rituals where mortals could slowly trade away their vitality for the Arcane fires, until one day they would be purely creatures of the Arcane. The Arcane Liches, perfect agents upon the world for the Spectral intelligences of the Arcane. They named this group The Guild of Wizards.

It didn't quite work out perfectly.

Age and Gender

Undeath is often sought by the old as a way of extending life, but the powers of the Arcane can grab the imaginations of the young. Pick your age, as whatever it is, it will be an eyeblink to those that dreamt before the suns were lit.

Likewise, the elder forces you are connected to care not what gender you've dreamt yourself into. They can put on and discard such things if they care to incarnate at such a low level. They will not judge you for your own experiments.

Location

You can start anywhere in the world where it would make sense, and a number of places off it. The Liches of Kethak, The City of Lost Souls, have contacts both near and far. Or perhaps you start in Kethak itself, hidden upon the Demi-Plane of Ashes.

Origin

How far have you advanced down this path, how much life have you traded away? Any of these origins can enter this world with no memories or connections to anyone else.

Touched by the Arcane

You've traded away a portion of your life for the Arcane spark of Creation, but you still live. The necromantic binding that ties you to it, makes it replace a portion of your life-force, also leaves you vulnerable to some of the weaknesses of the undead without granting you their strengths. Still, you can wield the Arcane, invoke Sorcerae, and you need take no special preparations to pass among the living. And those weaknesses will go away at the end of your time here.

Many at this level aren't even connected to Kethak yet, having found the ritual in hidden tomes or lost among the heirlooms of fallen houses. The Void relentlessly hunts them. Weak enough to be easy pickings, but still touched by the Arcane, still valuable for that reason.

Lich

You have died, and yet you endure. You have traded away all that remains of your life to write yourself upon the fabric of creation. You have a Phylactery, and as long as that remains you will return from destruction. Your gifts are greater than the living, though most Liches suffer serious insanities by this point. Unless you take certain disadvantages, you will be spared such a fate.

It's possible that you haven't come to the attention of Kethak yet, though it would be unusual. Still, while they will ask things of you, they also form a natural band of allies and helpers. The Guild is an association well suited to helping many the morally ambiguous scholar in his or her pursuits.

Perks

Universal Perks

There are some things that come easily to any who walk the hidden paths beyond life, to grasp the infinite possibilities. These perks all come free to any who travel here.

Student Of The Arts (First Free, additional purchases 200cp each)
All those who follow the path of the Arcane are students of the cosmic forces. A few by their nature, but most because it was their passion.
Pick one -

- Artificer
- Archivist
- Wizard
- Sorcerer
- Warlock (Free for Order of the Frost, rethemed around Arcane Frost)
- Psion
- Erudite
- Shadowcaster

This perk can be bought multiple times, each time adding another class to which you are a student.

You add each class to yourself as a set of skills and talents you'll naturally develop over time even when focused on something else, like a class set into an extra Gestalt slot. For the Warlock this represents innate power that you have grasped via research into arcane and eldritch secrets, and is not 'borrowed' power from some otherworldly patron.

Arcane (Free)
You have traded away Life for a measure of the Arcane, writing the truth of yourself upon the fabric of Reality. It is the Wellspring of Creation, the fire from which things become Possible. It opposes destruction and stagnation. Though it's worth noting that a nova consuming a world full of life and culture doesn't qualify as 'destruction' or 'stagnation.' Merely change, and change is interesting.

Arcane has a kind of supremacy over mortal magics - not just normal arcane magic either. An Arcane Lich can strip a Dragon of its breath, a Beholder of its gaze, and a Sorcerer of their spells. Such work are the products of specialized Arcana, formal techniques some Liches learn. The converse is not true. An Anti-Magic field does nothing to something fueled with Arcane, while an Arcane Null-Magic Field shuts down mortal magic. An Arcane Item won't show up to Detect Magic, won't be damaged by Disjunction, and generally speaking ignores all such forces.

In future jumps, it's safe to treat Arcane as a 'higher' force, except when it runs against other explicitly 'higher' reality-rewriting forces, such as the Power Cosmic of Marvel or Flame Imperishable of LotR. It can affect the 'lesser forces', and they cannot affect it.

On its own, this perk gives you a small pool of Arcane which can be used several ways.

- You can fuel Sorcerae - unstructured magic where you simply create the effect you want.
- You can transfer it from or to another being or object that can hold it. This can't be used to steal it from another being or to grant the ability to hold or use Arcane to people that cannot already do so. As its own regeneration rate is trivial, storing Arcane energy in prepared crystal and gemstone receptacles ahead of time is the normal method of getting it.
- Your creative mental energies lets you slowly dream more of it into being. Mechanically your regeneration rate is tied to your Intelligence.
- You can see Arcane Script, a magical language written in Arcane energies. It has some use in magical items. If you know the script (which you do), you can also write it, though that costs energy. It's possible to drain the Arcane energy used to write the script, erasing what was written.
- They can develop Arcana, special disciplines fueled by their Arcane energies.

Arcane naturally recovers at a snail's pace for all but the most intelligent. More evolved liches gain bonuses to its recovery. However even for superhumanly intelligent spectral liches (the most advanced kind) the recovery rate for Arcane energy is still not terribly quick. (see notes)

Sorcerae (Free)
You can perform Sorcerae, dreaming what you want to happen into being. This is a dangerous power, and the very power the Guild of Wizards claim was used to bring Reality into being. There are ways of sensing its use, and mortal minds were not designed to bear witness to such shapings.

There are stacking bonuses and penalties to an attempt, but how difficult it will be and how much it will cost is a shifting thing.

- Taking extra time makes it easier, but also makes finding you easier for those keeping an eye out for such things.
- Spending extra Arcane can reduce the difficulty.
- The easiest form of this is dreaming into being an effect you could cast - the known spells of a Sorcerer or the prepared spells of a Wizard. The known spells, that aren't prepared, of a Wizard (and equivalents) are also pretty easy.
- Any spell you've seen cast, that matches a type you can cast. If you've cast it, you've seen it cast, so these bonuses often go together.
- Any other effect you've seen is a bit easier, but not much.
- A spell you can cast, but from an alternative source is a bit easier, but not as much. If you're a specialist wizard, and you somehow learn a forbidden spell, or if you have Cleric levels and decide to copy a Cleric spell, you use this modifier instead.

- A spell from a type you can cast, that you haven't seen, is a little more difficult.
- A spell that isn't appropriate (Cleric, Druid, other spell list) is more difficult.
- A spell that's higher level then you can cast is more difficult.
- A completely new effect is even more difficult.

Such effects cost Arcana the more powerful they are, and with factors that increase difficulty. There are also some special modifiers.

- Truly destroying something, "Be Not", involves a massive spike in cost.
- Making something real and permanent multiples the cost by ten. So if you can afford ten times the cost of Summon Monster IX, then you can permanently call such a set of helpers into being.

Groups can pool their efforts to achieve greater effects.

A Memory Of The Face Of Creation (Free)
The power of the Arcane, and the necromantic forces that bolt it to a human soul… the mind was not built to cope with such things. Well, other people's minds might not be. You deal with it fine. In fact, you'll find that you deal with everything fine. Madness just doesn't 'take' when it's you. Your mind refuses to warp, your personality stays stable, and your view of reality matches what you sense and perceive.

Better Than You (free)
You seem better than others of your level of advancement, of your Arcane State or Lich State as it's sometimes called. Almost like you were a level further along your State than others. See Notes.

Touched by the Arcane Perks

These perks are discounted for the Touched by the Arcane origin.

Casual Secrecy (200cp)
Many people work hard to hide things, only to inadvertently slip and reveal that which should never have been shared. This doesn't happen to you. You naturally keep things close to your chest, and in a way that doesn't make people around you realize you're hiding things. You naturally act in a way that soothes suspicions, allays questions and dismisses incongruities.

You misdirect people's attention away from the things you don't want them to realize, answer things truthfully in a way that doesn't tell people something new, and find ways of making people see what isn't there, and miss what is.

And you can do this all subconsciously. Your perfect tradecraft is a filter on your actions that works without you ever needing to think about it, and so even techniques that read minds or intentions will miss it.

You will forget you even have this perk, except when you would have wanted to remember it, at which point you will. You can turn it off then, if you want, or set conditions for when you will automatically remember or forget it.

Life Grows (400cp)
It's no wonder that the price of the Ritual of Arcane Transference is paid in Life. Life is something that holds endless possibilities, and The Arcane is the Spark of Possibility. That they can be interchanged seems quite natural. Too bad your possibilities are so limited.

A Lich will have reserves of Arcane that you can't hope to match. However at the same time their biggest period of growth is behind them. They have no more Life to trade for power. You do. And among Life's possibilities is Growth. You'll find that your Vitality will grow over time, your health improving. It's almost like, faced with Death, your life pushes itself beyond what it should be. This growth is steady - just about enough for you to notice the difference year by year.

However, if you wield powers that feed upon your life, when that life grows you can tithe a portion of that growth to them instead.

Show those moldering piles of bones you're good enough as you are, you need no more trades.

Lich Perks

These perks are discounted for the Lich origin.

Expectations of Insanity (200cp)
The Guild of Wizards is good at making accommodations for their members. Both as a practicality, as a bribe, and out of necessity. Death and necromancy both can twist the mind, and the Arcane is a transcendent force mortals were never designed to interact with. Insanity is normal, expected. Even guaranteed for most. And so their willingness to compromise with madness becomes another chain tethering the Arcane Liches to The Guild of Wizards.

Now you can expect this treatment wherever you go. Bosses are amazingly patient with your issues and neuroses, quick to lend aid and support, to write off expenses and offer resources, and back you to the hilt so long as you appear to remain loyal.

Power! Unlimited Power! (400cp)
While many Liches eventually become true believers in the cause, that's not how they started out. Their roots go back to hidden corners where a young wizard with more ambition and curiosity than sense discovered lore they weren't ready for, and started off on a journey to seize true might. Maybe some grow beyond that, but most don't.

Whatever is the case, your magical growth is potent and many faceted. You can craft anything a mortal wizard could - any feat of craftsmanship short of the epic is yours. The understanding is solid enough to act as a prerequisite for you seeking more transcendent craftsmanship.

You may also freely add a certain level of metamagic to anything you cast - up to the same limit as what you can cast normally. A Wizard who can cast fourth level spells could freely add up to four circles worth of metamagic without making the spell harder to cast. This empowerment doesn't need to happen in advance, and can instead be applied to spells as they are cast, taking no extra time to do so.

Lastly, whenever they deepen their connection to the Arcane, more aspects of magic reveal themselves. Every Arcane 'Feat' they achieve, helps them achieve another three feats of magic - Metamagic, Reserve, Spell Penetration, or something else appropriate.

General Perks

You may pick two 100cp general perks for free, and discount two 200cp, 400cp, and 600cp general perks.

Actually Smart (100cp)
You are actually quite smart. Brilliant even. Abstract ideas and inferences come easily to you. With just this you could earn the respect of Immortals, Dragons, and other higher beings. At least, respect for your mind.

Social Intelligence (100cp)
You get people, even things other people might not realize are people. You pick up on others motivations, what they're thinking, what they're wanting, when and why they hurt. You can look at someone who wronged you deeply, and still understand him or her as a person, and what led them there.

More than that, you can see how people fit together as groups, and how groups break down into people, and how such webs will interact and react. Diplomacy comes as naturally as breathing to you, and you can effortlessly guide most people into whatever position you want them to take. And by moving one person, you have a good idea of how the group will shift as a whole. This isn't precognition, just a deep theory of mind and social groups.

If you are also empathic, you probably have the reputation of a saint. If not, then a monstrous manipulator.

Well Researched (100cp)
The truth of the matter is that, no matter what you're doing, someone else was doing it before you. People say, "don't reinvent the wheel," but the wheel has been reinvented countless times. You are good at avoiding having to reinvent things already made or discovered, though.

Your mind is like a steel trap. Not only do you never forget anything, you're good at instantly putting everything you come across into context. This won't make you instantly cross-reference it with something from a completely different context, but when you think on things and try to figure something out, find a solution, or need something out of left field you can quickly scan across your entire body of knowledge for something that could help.

This comes with you already being well studied on a huge range of topics, in this jump and all future ones you go to. Think of it as roughly ten doctorates' worth of study on a wide range of subjects, with a new set each new jump.

You can leave minds that might actually be greater than yours in the dust, as they try to achieve something from first principles that was figured out by an obscure sage thirteen centuries ago, who only ever put his findings down in a single journal that has been gathering dust in some corner of a minor family library ever since.

Methodical Approach (100cp)
Sometimes the best approach is plodding. It's like you have two extra minds. Not creative or innovative like your normal thoughts, but absolutely patient, and never stopping, slowing, or growing bored.

If you need a material with a certain set of properties, they can go over everything you know about material science and systematically work through it until they find such a material. If you need to make a process more efficient, they can systematically go over all possible iterations, checking them one by one, simplifying one way, then another, and another, seeing what works and what doesn't.

You always know how many steps you went up or down on a stairway, how long your stride was, how many windows you passed, and other such points of data. This doesn't give you bottomless memory, but the machine minds in the back of your head miss nothing, and can ponder anything and everything.

They can even outperform a more brilliant mind, because they never dismiss anything and leave no stone unturned, even ones a more intuitive thinker would overlook. They excel at keeping the facts in mind, and only the facts. What they lack in creativity or innovation they make up for in being utterly systematic.

You also find it easier to work methodically through things with your normal thoughts, and when you do you can work with the machine thoughts, using your intuition and creativity to help them overcome problems and find solutions faster.

These extra thought trains always equal your normal ones in raw processing, but are otherwise crippled as described above. However, they will take on weakened shadows of any mental or social enhancing perks you possess.

For example, if you have the **Social Intelligence** perk, they will pick up on social data, and can work with it despite not being creative or intuitive, processing through such data in bulk to help you solve larger social questions. They won't be as capable as if you focused on those things with your normal thoughts, but their methodical approach means they can handle bigger datasets then you can, and nothing stops you from considering the ideas and thoughts they come up with your normal less restricted thought processes.

Creative Leaps (100cp)
You might not be as good at putting in the work, or checking all the steps, or keeping up with the research. What you can do, is make wild leaps that are consistent with what you know, jump to simpler solutions, and causally realize more elegant approaches to what seems like complex problems.

A smarter mind than yours might figure out what actually has to happen to solve a problem. But seeing that solution, you can jump to how to do the same thing in a tenth as many steps, as you figure out how one action can solve two problems, and set you up to cleanly execute the next step. And your solution will be more robust to boot.

You're also more intuitive, able to pick up and realize things without ever knowing why you picked them up or realized them, and more creative in general.

Force of Personality (100cp)
You have a will about you, and a drive that gets other people caught up in your wake. You can set out to do things, and just not be bothered by all the ways those ideas are bad, silly, or against the social contract. You can bull through problems simply by your force of personality. People are simply bowled over by the sheer momentum of your presence, and find it difficult to refuse you or stay in your way.

You're the kind of person who tells the universe, 'No, you need to move.' And as long as the part of the universe you're dealing with is intelligent and social, you have good odds. You can probably get a god to forget that they don't need to let you push them around for a while.

Needless to say, if you're a sorcerer, you're a monstrously talented one. If you practice some form of magic based on will, the same also goes, as your personality feeds the sheer will that is you.

Genuinely Scary (200cp)
Not only are you not someone to meet in a dark alley, you aren't someone to meet in the bright of day in the middle of a busy street. You are good at being scary. In both senses of the world.

You can become a choking, suffocating presence even when you don't seem to be doing anything to justify that fear.

But more importantly, you *can* justify that fear. Violence comes easy to you. You can sink a magic missile through someone's chest before they realize they need to draw their sword, or plunge a dagger into someone's throat so fast they never had a chance to raise a shield. And you can go from a peace talk to brutal violence with no hesitation or warning.

It's not just the start of violence you are good at. You'll easily pick up on openings and attack every opportunity with a natural grace that makes it look orchestrated. And you don't leave openings yourself under normal circumstances. You move through combat with a kind of casual unhurried step that lets you weave around and between combatants, getting into places you shouldn't be, and unleashing terrible violence.

And violence doesn't rattle you at all. You're completely calm waiting for it, in the thick of it, and afterwords. This doesn't make you stupid, or make you forget the dangers, but you're at peace with them, if you find them necessary.

Lastly, the violence you inflict is worse. Your fireballs set clothing alight and heat weapons till they can't be retained. Your strikes dig out chunks of structure, creating instabilities. Your poisons cause throats to seize at the right moment, creating moments of fatal vulnerability. Truly a god of war and adventurers must smile on you.

Good Friend (200cp)
The corollary of "Don't treat others in a way you don't want to be treated" is 'Treat others how you want to be treated." You must feel you deserve excellent treatment with how you act.

You don't really get aggravated by annoying personality quirks. You're even-tempered. You don't feel the need to take out your bad mood on those around you. You find yourself genuinely interested in the well being of those around you, and kindness and sympathy becomes an automatic response. You're not forced to be kind or sympathetic, but you will easily default to it even in trying times, and being good to others no longer takes energy.

You also are lucky for your friends. You become a lucky charm for them, such that becoming your friend is a turning point in people's lives. Good things just start happening to them, opportunities making themselves available, and mischance deflected away.

Fate will guide you towards opportunities to help your friends. Things they need fall into your hands before you ever know they need them, chance guides you to them at moments of weakness, and puts you between danger and your friends with startling regularity.

In the end, you are both balm and shield, and no one you care about can doubt it. It's not even from some sort of supernatural force making them believe it. Simply because it's true.

Bad Friend (200cp)
They say there's a sucker born every minute. You don't believe them - suckers are far more common than that. It's easy for you to insert yourself into the lives around you, you do it as casual as breathing. And you're fun to be around, always able to put on the appearance of listening, even while you guide situations to cater to you and your interests. Which is natural. After all, it's all about you.

You know how to ask for things without asking for them, and when that works how to ask without making it a big deal, and when that doesn't work, how to make people lose track of what you own. You don't have to work to sooth feelings, or to deflect blame, and it's amazing what you can get away with, without people really holding it against you.

Even if they do, you're social oil stilling troubled waters, able to smooth over problems without even trying till they've sunk deep enough to, if not be forgotten, then no longer be the issue of the day.

In the end, friends are resources. You can always get more, but you rarely throw one away before it's used up, and it would take multiple egregious abuses or someone exceptional to get away from you before you're done with them.

Taking Charge (200cp)
You are a leader, in that you're good at leading people. This doesn't necessarily make you likable, or agreeable, or even make it so people want to follow you. This is being good at the actual work of leadership.

You can see the natural demarcation of work or duties, and see how it might change in shifting circumstances before it comes up. You can balance how much you should manage those under you, and how much you should dictate. You can also pick up on personality conflicts before they become an issue. You can figure out how much to delegate, and what needs delegating, the same way another person can work out the direction a sound came from. You can switch from leading by yourself, to a steering committee, to a scrum, and go back to singular leadership, and make every step of that switch effortless.

You are good at picking out good work from bad, even on subjects you only know a bare minimum of. You're good at figuring out how different things fit together, how to build work, management, bureaucratic, legal, and social ecosystems that serve to unify people, projects, teams, armies, or any other unit you care to name and that you can control even if it involves the sort of self-centered (and likely somewhat crazy) sort of people that liches typically are.

You are good at assigning blame when problems arise, looking at what happened and tracking it back to root causes. More than that, you can pick up if it was something you could have

headed off, or something that truly came out of left field. You're also amazingly accurate at recognizing good work or who deserves credit.

You aren't somehow forced to give credit or blame when you don't want to - you just are amazingly good at doing so with pretnatual accuracy. It should go without saying, but this perk has a great deal of synergy with **Social Intelligence**, **Force of Personality**, **Good Friend**, and **Bad Friend**. Or for that matter, any other good social perk.

If You Want It Done Right (200cp)
There's people who leech off of other people's efforts. Herd animals, herbivores… the kind of weaklings who fall in line. You aren't one of them. You know the only person whose work you can really trust.

A big project can be hard to tackle by yourself. Different resources, different specialities. Even if you know all the different pieces, you might not know how to put all of them together. Even if you know how to put them together, changing tracks and approaches all the time can scuttle your work. There are many extra problems that arise when you go alone, and many problems that are solved simply by having a second pair of hands helping you.

None of that applies to you. Unless a problem literally requires a second pair of hands or other such gross physical assets, the work doesn't grow harder for you, simply because you have to do it all yourself. This doesn't make it easier either - if a project requires a thousand man hours of work, then you'll need to put that in. But the lack of help won't make it worse or harder. You can simply do things by yourself, provided you put in the work and the time. And for a lich, whom has all the time in the world…? Well, nothing more needs to be said, does it?

Unlikely Circumstances (200cp)
Some people claim that luck is a kind of strength. If they're right, then you're quite the strong guy or gal, because you're quite lucky. This isn't luck in battle… but the luck to have a great warrior staying in the city nearby, who could note your valor and decide he wants a student.

It won't help you win at cards, but it might put a demigod at the table with you, giving you a chance to make an impressive friend. It won't keep you from getting lost, but will help you stumble across the tomb of an ancient fallen lich, filled with both riches and traps.

Some people achieve great things because they have greater gifts than other men. Looking at you, people might wonder how you achieved the Ritual of Transference, to trade away part of your mortal life for a spark of eternity. It's no secret though. If luck is a gift, you're certainly counted among the Greats.

Creator (400cp)
People focus on the grand secrets, the sublime arts, the intricate techniques of the Arcane. And all of these things exist. But before them all, the truth of the Arcane is simple. It is the Fire of

Creation, the Spark that flares into the infinite possibilities of existence. It is a force of Making, and you are utterly in tune with that aspect.

When you use Sorcerae to Create something permanently, it only costs two times as much as it does for a transitory thing instead of the ten times it would take normally and such works always have a grace to them that makes them subtly better than they should be, and if you could succeed at such a Sorcerae, you will do so with grace and panache. You might call it a 'natural 20.' (see notes for further details)

Fear To Tread (400cp)
The multiverse is vast, full of wonders and horrors. The great intelligences that would one day found The Guild of Wizards dreamed of both things familiar to mortal kind, but also stranger things. Far realms of strange madness, entropic demiplanes that consume and contain all that they touch, and more.

You have been touched by an echo of those early dreams, and your spirit seeks out odd pathways. You can wield Sorcerae for the purposes of traveling and surviving in strange places with the greatest of ease. Truely, you were reborn for such strange journeys.

Not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, and of a permitted school when determining the cost in Arcane energy to cast them via Sorcerae. Not only that, but you can perform such Sorcerae as a reaction, rather than a conscious action, and the ripple of disturbance is greatly suppressed such that it's almost impossible to detect your use of the Arcane in such ways.

And you can do the reverse, pulling on other places to make them overlap with where you are, calling beings and phenomena from the distant places to serve you, or remaking the world around you to be more like some distant plane, though such works take a normal measure of your attention, rather than as an afterthought.

Lastly, if you could succeed at such a Sorcerae, you will with grace and panache. You might call it a 'natural 20.'

In Strange Aeons (400cp)
The intelligences of The Arcane are, in some ways, the memory of Eternity. They arranged the firmament, aimed the clock of entropy to give direction and continuity to their works. That other craftsman might fashion it in the same manner is an artifact of convergent design.

You have a great deal of affinity with Time, and find you easily bend it towards your whims. Not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, of a permitted school when determining the cost in

Arcane energy to cast them via Sorcerae. The ripple of disturbance for such effects is greatly suppressed such that it's almost impossible to detect your use of the Arcane in such ways.

You also automatically defend yourself from others work with time. If someone reverts Time to an earlier state, or tries to throw you into the future, or uses time-stop around you, you will automatically use Sorcerae to protect yourself, or join in the timestop, or otherwise defend yourself. You are also protected from paradoxes or from being attacked from the past or future.

Lastly, if you could succeed at such a Sorcerae, you will with grace and panache. You might call it a 'natural 20.'

Sublime Road (400cp)
For most people, the world around them is a strange place filled with unexpected events and strange encounters. They don't really know why they are where they are, what's happening around them, or what is coming in the future. It is true that one who knows nothing can understand nothing.

You know a lot though, and the road ahead of you is well lit. Divination comes naturally to you. In fact, you can effortlessly spin off multiple acts of divination at the same time, to the point where divinitory Sorcerae doesn't count as your use of Arcane, but rather as a reaction. Your only limitation is how much energy you have.

Not that that's much of a limit. Divination effects are so natural that not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, of a permitted school when determining the cost in Arcane energy to cast them via Sorcerae. The ripple of disturbance for such effects is greatly suppressed such that it's almost impossible to detect your use of the Arcane in such ways.

And, while it's not something you want to spread around, sometimes it feels like the Arcane itself is guiding your use of it, because you find yourself scrying for things you didn't know you needed to. Not all the time, but when it really matters.

Big Picture (400cp)
Sometimes when telling a story, you don't focus on an individual element, but on elements that touch on everything in the scene, keeping the whole mosaic you're making in mind. You can dream such dreams with your Sorcerae. You excel at wielding luck, fate, blessings and curses, and other such immaterial elements that affect what will happen, rather than more material elements.

You could bless (buff) a swordsman with skill, a field to grow healthy crops, and an army with skill in battle. You could also do the reverse, casting dooms (debuffs) on individuals, or

kingdoms. For the purpose of this perk, effects that create disasters and wide-scale hazards count as ‘curses,’ and those that do the opposite kind of summoning are ‘blessings.’

Not only does it seem that you have a second store of Arcane energy equal to your normal one just for such works, one that refills with blinding speed, but all such works count as if they were a spell you knew, of a level you could cast, of a permitted school when determining the cost in Arcane energy to cast them via Sorcerae. The ripple of disturbance for such effects is greatly suppressed such that it’s almost impossible to detect your use of the Arcane in such ways.

Lastly, if you could succeed at such a Sorcerae, you will with grace and panache. You might call it a ‘natural 20.’

Do Not Look (400cp)
It’s easy to forget the mortal perspective. After all, the Arcane destroys it. It belongs to an older order of things, and by becoming part of it, so do you.

You find that your subconscious has begun to wield your Sorcerae. Not in the purposeful way you would wield it, but in the background to bring things in line with your vision. Where it gets the energy to do so is a mystery, but it doesn’t seem to come from you, and such works are invisible to all detections.

A king is granted a vision of the future, inspiring him to act how you might have wished him to do so. The forgotten underclass in a city are tormented by visions of madness until they transform into cultists for your cause, praising your name with the blood of your enemies on their lips. Strange phenomena twist the land about you, making it more fit for you, while also making it stranger and more occult.

It can use about as much Arcane a day as you can. It can use effects appropriate for a dreaming chthonian god of madness and the Far Realms, and it treats such works as if they were a spell you knew, of a level you could cast, of a permitted school when determining the cost in Arcane energy to cast these effects via Sorcerae.

It will use about half its allotment on changing the world around you. How far ‘around you’ counts for depends on how powerful you are. A young lich might treat that as an area the size of France. An elder jumper might treat it as ‘the universe I’m currently inhabiting.’ Or even more. The other is spent half on blessings, curses, and visions. Even a weak Lich will cause visions across the world, and even on other planes.

You won’t cause effects you find morally abhorrent… though you might cause ones you think you find morally abhorrent but wouldn’t care about so long as you don’t feel responsible. This subconscious mind benefits from all your perks, and if you have perks that help with your Sorcerae, it does too.

This mind can act even if you are otherwise completely incapitated. It can work while you are sealed, bound, driven into torpor, held outside existence, or time, or sleeping away the ages. If you are incapacitated or sealed in a way you can't get yourself out of, it will focus its efforts on changes that may lead to your freedom. It will keep working as long as you exist, and maybe when you don't. While it is impossible for others to discern the source of these visions and changes, you yourself will instinctively recognize if you come into contact with a person, place, thing, or event that has been directly caused or contacted by this ability, along with a vague understanding of how and why it did so. If you prefer not to be the cause of such sweeping changes, you may toggle this effect off or on at your leisure, as well as your instinctive awareness of things it is responsible for that you come into contact with.

Within Eternity's Memory (600cp)
You have looked upon Eternity and it will remember your name. Thought creates the Arcane, imagination stirs it, and you inspire both in the universe itself in an unending echo of you acknowledging it, and it you.

You are a living wellspring of Arcane, refilling your stores as fast as you spend them. Not only that, but the infinite potential of the Arcane means it cleanly transforms itself into any other energies you need.

And just as its acknowledgement sustains you, you sustain reality around you. Your presence feeds the very fabric of reality, solidifying it, making it real, and rich with potential. Unbeing retreats at your approach, and the world truly lives around you.

Once per jump, reality will remember you back into being even if you were completely and utterly unmade. After the end of your chain, it can do so an unlimited number of times. If you ever grow tired of the world, you can retreat into the olympian dreams of the Arcane, a cosmic viewpoint that will always be rich and beautiful, and return from it should it please you.

Lord Of Dreams (600cp)
Things are so serious for most mortals. A world of toil and practicalities, of Good, and Evil. Things have consequences, decisions matter. What a wonderful foolishness. For all of it is a dream of Eternity, dreamt to pass away forever. Your dreams might be smaller than that, but they are still a world unto themselves, one you can share with others.

You no longer 'cast spells.' Rather, you let your dreams pass from your mind into reality. Doing so is more like exercising an ability, like the breath of a dragon, rather than a focused act of discipline. It requires no material reagents or foci, unless that component was in some sense special or unique (such as requiring a specific artifact for a specific ritual). It requires no gestures, spoken components, or even signs that you're using magic. You can also invoke each prepared spell up to three times per day before exhausting it, and such spells will renew themselves automatically without the need for normal preparation the next day if you don't

replace them for a different prepared spell. Spontaneous casters simply triple the number of spells they can cast each day for each level.

Dreams can twist and change as you wish, and the Arcane can bring such changes forth. Every mote of Arcane power you spend can be invested into up to six circles worth of Metamagic at the moment of casting, to a limit of six motes of Arcane Power at once.

Just as a dreamer might keep returning to the same dream again and again, so too can you invest your recurring motifs with power. You may invoke three times as many Epic Spells in a day as you should for your level of knowledge and skill, should you possess the ability to use such magics.

More than that your spells, Epic or otherwise, can feed upon your infinite dreams in place of memories and experience as a mitigating factor. No amount of consumption will ever reduce your dreams. You can also use a mote of the Arcane in place of an additional participant in ritual magic. Treat each Arcane spent as if it was another spellcaster contributing a ninth circle spell, as the limitless possibilities of creation echo forth, completing your magic.

You also have a grand dream palace, filled with wonders. It might not matter to anyone else, yet, but your dreams are grand things filled with supernal power and mystery. If you find a way of leveraging your Dreams, they are truly empowered.

Master Of Magics (600cp)
You might lack the grace of the dreamer, but your spells have a technical mastery and a potency that can't be matched. For you, spells that base their power on your prowess no longer have an upper limit, and further, seem to always yield double the best case result, when measured numerically. If your spell is not damaging, or doesn't normally scale up with your accomplishments as a wizard, than that greater potential will still manifest, though maybe in a different but appropriate way.

Also, you naturally reinforce your magic to your own limit, as the Heighten Spell Metamagic. None of this actually change the difficulty of the spells you cast - a magic missile takes up no more resources despite the enhancement.

You also can prepare more spells and of greater circles then you should. An apprentice with this gift could cast spells of the fifth circle. You'll find that you can prepare spells of circles beyond 9th, much like a wizard who has mastered the trick of Improved Spell Capacity, gaining it shortly after you first become capable of 9th circle spells, and again every three major personal progressions. Well, so long as your intellect can comprehend such works. While the system of this world means such is mainly useful for metamagic, you may find greater use for it in future worlds.

And while what and how much you can cast doesn't further change, how hard they hit does. You effectively cast like a wizard of four times your accomplishment, turning your spells into massive terrible things, and letting you crush the magics of lesser wizards. If, for some reason, you want to cast your magics below this level of increased potency, you may forgo using any or all parts of this perk when casting magic.

Tyrant Of The Ashes (600cp)
The Guild of Wizards was formed for The Great War. That's worth remembering. However patient the Guild is with its member eccentricities, and however much they enjoy embracing the wonder of magic, it was created for war. And you are a great tyrant of the battlefield.

Your war magic is greatly empowered, being effectively an Acid, Cold, Electricity, Fire, Sonic, Force, Vile, and Divine admixture. Damage your magic does can only be healed naturally, and it is also cursed as an Arcane effect to never heal. A powerful reality warper or lesser deity (or above) may be able to overcome each effect, but it would be hard. This extends even to the inanimate, land you've blasted is persistently ruined, buildings resist repair, etc. What's damaged must be removed entirely.

Your attacks are not merely lasting in damage, but persistent in general. Instant attack spells instead grow into lasting a full minute - the bolts of a magic missile will keep seeking out more targets. A fireball will turn into a roiling cloud of destruction that either continues moving forward or stays where you put it as you desire, while a meteor swarm may rain down on the battlefield continually. War magic that already has a duration increases it by a factor of ten. You can let your spells guide themselves with a crude and cruel intelligence, give them a set of instructions to follow, or guide them yourself as you will.

If for whatever reason you don't want to use one of the above effects in whole or in part, you don't have to. You may remove the curse of your damage to let things heal or repair, should you later decide to allow them to recover.

You may fuel your spells from your Arcane, rather then letting them unravel in your memory. For a trivial cost, you cast a spell of the third circle while retaining it. For a small cost, a spell of the sixth. And for a modest cost, a spell of the ninth circle. Greater works will cost a proportionally greater amount.

Hero (600cp)
All the power in the world doesn't matter, if you don't do anything with it. The Guild descended to this plane to fight it out, but they're still inclined to careful action and paralyzing patience. You are not afflicted with those problems, and provided you champion their cause, they will appreciate you for it.

You have a great sense for what is important right now, and won't lose track of it. This isn't infalible, if your information is bad then you can suffer from garbage-in, garbage-out. But your

intuition for what matters is preternatural, and you retain awareness of what's important even in the face of scope-creep. You'll work towards the part of things that matters, understand when they stop mattering, and generally push your efforts, and the efforts of those around you in a useful direction.

You have a great sense for events as they unfold, and can use your abilities to control that unfolding. In the middle of a fight at the top of a tower, you can realize you need to stop more soldiers from entering the building, that there is a stable on the south-east corner of the tower, and slam a firebolt into a window shutter to send it falling into the hay below, setting the ground floor ablaze. And such a train of events happens constantly, naturally flowing from you without any real effort.

You are just a bit better. At everything. You are a bit stronger, a bit faster, a bit more skilled. Your attacks hit harder. Your spells are a bit stronger. You are universally improved. And so are your actions. If you decide to launch into a spontaneous speech, you'll do it where the people who would matter will hear it. Your blows matter more, landing in more important spots. If you take down a guard, the impact of the loss will demoralize his compatriots more, ruining their ability to work together competently more. If you take down a guard-house in an oppressive dictatorship, people will be inspired more, will rise up more.

More than that, your actions echo. If you strike a blow against an enemy, somehow that blow will echo beyond your own actions, the harm scaled up. Not infinitely - the bigger they are, the less such magnification matters, but it will echo.

Your actions are also persistent. Those you inspire stay inspired even in the face of adversity, even after you've gone on. If you founded a guild, that guild is very likely to prosper even if it shouldn't really, unless a great effort is made to crush it. If you raise a school of magic, it can survive even in a climate hostile to magic. Such seeds can be crushed, but only with effort.

And when you need it, all those marks you've left upon the world will flare up and come to your aid, even when you don't seek it. The damage you did to the empire, even if it was mostly fixed, will flare up and cripple them at just the right time. The students of your tower of sorcery will come to your aid in the final battle. The child you saved will be there to hide you as an adult when you flee your enemies. Magical power may be great, but events are what matter, and you are a master of events.

Arcana Perks

Within the Guild of Wizards, there are several groups, both order and school, which focus on deeper mysteries, potent Arcana that require a certain level of devotion to achieve. You gain one Order perk free, as well as a marking exclusive to that Order. There are lesser Arcana, no less potent, but able to be picked up in passing rather than requiring great devotion. You pick up two Lesser Keys free.

Normally you can only use one Arcana at a time, though the Arcana of Concentration is all about breaking that rule, and other perks might also let you do the same.

You also gain 500cp to spend in this section.

Order of Artifex (500cp)
You have gained the Mark of Artifex. Your body becomes more drawn out, thinner. Long delicate fingers, sunken eyes. You develop phantom ink and oil stains on your skin, if you still have skin. At the end of the Jump, these effects will become a template you may apply or remove as you wish.

But that's just your body, the thing you probably care the least about. You are of the Artifex, the great Craftsman of the Guild of Wizards. The true mark isn't on your body, but the body that you make, your Artifex golem.

> Artifex Golem
> An Artifex golem is crafted from a ripped free fragment of your intellect, will, and force of personality, damaging you when it's first created, though this damage will heal over time. It also requires an investment of the same while you manifest it, though that cost is covered by you buying this perk.
>
> An Artifex Golem's advancement is normally linked to your Arcane State, but yours grows independent of that. A new Artifex Lich normally creates a Golem slightly weaker than a Flesh Golem, while a Spectral Lich creates something the equal of an Anaxim.
>
> Artifex golems, being made of thought rather than matter can be summoned and dismissed with a thought, but can only exist near you. Normally this would be limited by your Arcane State, but as you paid for this, you have the maximum range, like a Spectral Lich. You can manifest or send your Golem up to 200 yards away.
>
> Your Artifex golem shares your resistances to damage. You may transfer health to and from your Golem. You may also meditate to heal your golem at a decent rate.

All Artifex Liches excel at crafts, just being better at them then they should be. You also receive half again as much Artifice as another lich. You are also slightly better at Sorcerae that conjures or creates things.

Lastly, you gain the Arcana of Artifex. You gain access to the first level of the Arcana of Artifex, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Artifex allows you to enhance your projected Artifex Golem, giving it the essence of different materials to further strengthen it. Magically pure examples of that element are invested in the golem, which are expensive to acquire and can normally only be purchased in Kethak, though nothing stops you from sourcing your own should you have other methods, or experimenting with more exotic materials.

The possible enhancements are -

- Quartz for Strength
- Granite for Armor
- Mercury for Dexterity
- Platinum to grant it fast healing.
- Diamond to make it tougher and able to take more damage
- Sapphire to give it a freezing aura and make its strikes bite with cold. Incompatible with Ruby.
- Ruby to give it a burning aura and make its strikes burn with flame. Incompatible with Sapphire.
- Adamantine to make it resist all damage from lesser sources.

While the initial enhancement is small, it can be grown by binding a piece of mind and intellect to further grow that enhancement, with a greater binding allowing for more enhancement, capped by the lich's normal intelligence.

It can be enhanced further with Arcane energy, capped by the lich's rank of accomplishment in the Arcana of Artifex. Finally, since it's made of thought, you can basically have it manifest looking however you might want it to look, and since it is (very) technically a form of summon after being made, any abilities you have that enhance summons will also work on it.

Useless! (100cp)
You find that your Artifex Golem is greater than others of its kind. Even when manifested, it is corporeal or incorporeal as would be most advantageous at that moment. A telekinetic barrier of intent deflects away harm, greatly armoring it based on your intelligence. You also find that you don't need to invest mind and intellect to empower it through the Arcana of Artifex - the fragment of mind you've invested to create it will maintain its own enhancements.

You may still further enhance it by pouring in Arcana, to push it to the absolute limit.

If your golem is destroyed, you can quickly rebuild it, and the personal cost is lessened, so that it takes only hours to recover from creating your Golem.

Order of the Dirge (500cp)
The Mark of the Dirge makes you look like someone who SHOULD be a necromancer. Motions become slower and more deliberate. Flesh pales unhealthily and chills, and you develop purple and blue veins. Your eyes seem dead and empty. Assuming you have those things at any rate.

At the end of the Jump, these effects will become a template you may apply or remove as you wish.

Such is the mark of the Necromancers among the Liches.

You can cast spells through your Servitors (more information on Servitors can be found below in the Key of Servitors) as if you were standing where they are. The range you can do this at is based on your intelligence, but it reaches miles. You can recognize if anyone you see is undead, and know the proper name and nature for that form of undeath, and know how powerful they are in relation to yourself.

If you summon undead, they stay around twice as long. Lastly you can Rebuke, Command, and Bolster undead like a Cleric by spending a trivial amount of Arcane, though your strength flows from your mind and intellect, rather then your force of personality. If you can already do these things then spending Arcane energy in conjunction with them will make your Rebuke, Command, and Bolster undead powers much stronger (and also Turn Undead, should you have that).

Eventually you'll gain the power to sacrifice a Servitor to teleport to its position. Your form melts away, and your Servitor transforms into you.

Dirge liches are marked by a chill of the grave, a horrible necromantic chill distinctive to the most terrible undead, making it impossible to pass as the living. You have the ability to turn this on and off as you wish.

Normally Dirge Liches cannot summon anything living, but as you paid CP points this restriction is waived.

Dirgue Liches wield the Arcana of Death Mastery. You gain access to the first level of Death Mastery, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth. The below effects may also be applied to non-Servitor undead you make or summon.

Death Mastery can be used in the following ways.

1. A boon of strength empowering your Servitors as you raise them. It normally scales to your Arcane State, but yours scales to your mastery of Death Mastery. More Arcane spent raises your Servitors with a greater boon of Strength.
2. You can grant your Servitors an Aura of Fear when you raise them. It requires a modest cost in Arcane.
3. You can grant your Servitors greater speed when you raise them, letting them move and attack faster. It requires a modest cost in Arcane.
4. You can empower the blights and curses of your Servitors when you raise them, such that their draining touches are worse and the like. It requires a modest cost in Arcane.

5. You can transform the bones of your Servitors, causing them to burst through their false flesh in twisted spikes. Such a transformation grants the Servitors some armor, makes their strikes count as magical weapons, and the nimbus of such Servitors becomes filled with floating bone fragments that cut at anyone to close. Actually wrestling with them is a horrible idea. It requires a modest cost in Arcane.
6. The Servitors become unliving bombs. They will explode in a deadly necromantic burst, casually driving bone through steel and stone, and decaying everything around where they fell. You can set them off at will, or set them to explode if destroyed. It requires a modest cost in Arcane.

What Death would be capable of at higher levels is a question you'll have to pursue yourself.

Army of the Dead (100cp)

When you create an intelligent Servitor, you create a kind of lieutenant. It inherits an echo of your mastery of the Arcana of Servitors - it is effectively half as good at it as you, though it may not create intelligent Servitors of its own. They draw upon your own Arcane to raise their soldiers.

Which is convenient, because it seems as if you have an extra store of Arcane that slowly regenerates, just for fueling the creation of undead whether by Sorcerae or by Arcana.

Order of the Frost (500cp)

Frost Liches are those liches who have looked upon their home in the Demi-Plane of Ashes, and learned from it, honed its wisdoms for battle. Nestled between the Planes of Earth, Cold, and the Negative Energy plane, it is not a place of Fire, but the land of Fire's Death. It is the place where every possibility of Fire has been depleted, until that depletion becomes a hunger of its own.

The Mark of Frost pales the skin with chill, and thins the frame with hunger - a normal mortal losing 25 percent of his weight upon being marked. While this in no way hurts or weakens the lich or lich-to-be, they always look cold and deprived like someone at the end of a harsh winter without enough food. At the end of the Jump, these effects will become a template you may apply or remove as you wish.

A frost lich can walk on snow and ice without losing their footing, breaking thin ice, or leaving footprints if they don't want to. This effect works even on magically slick ice. They may sacrifice a prepared spell to spontaneously cast a Cold spell of the same or lesser circle. They may also prepare one extra spell of each circle, but only a Cold spell.

As they advance in strength, they gain the ability to prepare cold spells with free metamagic equal to their Arcane Rank. They become immune to Cold damage, and quickly heal while at subzero temperatures.

After fully passing into death, Frost Liches absorb cold damage, with cold spells healing them instead of harming them. They can fuel Sorcerae to create cold effects and cast Cold spells they haven't prepared using their own health, with the cost in heath proportional to the spell level or the amount of Arcane replaced. Such damage heals very slowly and resists magical healing, though it heals slightly faster if the Lich can stay in an arctic environment. Lastly they become creatures of elemental Cold both for good and ill, and gain an aura of cold that damages everything around them. Their touch attack also becomes a thing of Cold, and cannot be magically healed by the living. Normally it would require an investment of Mind and Intellect to suppress these effects. As you have paid for this with CP, you can gain or lose the Cold Subtype at will, as well as the aura.

As their flesh decays into frozen ruin, the aura of cold grows larger, and the damaging chill bites deeper. When it finally falls away entirely, leaving the lich a creature of icy bone, the aura expands and deepens one last time.

Frozen Liches have a slightly easier time wielding Sorcerae of cold.

Normally Frozen Liches take extra damage from Fire, but as you paid for this with CP, you escape that weakness.

Frozen Liches' connection to the cold allows them to wield it in new and interesting ways. They gain a free purchase of **Student of the Arts**, locked to Warlock. These Warlock Levels are rethemed around Cold, Ash, and the Arcane, in much the same way the Dragonfire Adept is rethemed around Dragons. Their Greater Arcana, the Arcana of Frost Elementalism, allows them to enhance and transform their Eldritch Blast.

All Frost Elementalism attacks do dexterity damage. As you increase your rank the potency of your blasts also increases.

They gain new methods of using their Eldritch Blast in the following order.

1. Rather than using it as a blast, they may use it as a touch attack. Such attacks can be made as a full attack, rather than as a single touch, and you can use your Touch as an attack of opportunity. If you have learned the technique of the Eldritch Glaive, then you can manifest your Eldritch Blast as if it was a real weapon you had proficiency with, and can use it as such. Such a weapon is unnaturally light in your hands, and you can move about or perform other actions even while giving your all to attack. Does a trivial amount of dexterity damage.
2. Your Eldritch Blast becomes a bolt that leaps easily from your fingers. You can choose to either make it as certain to strike as a magic missile, or shoot them forth in a flurry of attacks, like an archer might shoot arrows. Does a trivial amount of dexterity damage.
3. You gain the Blast Shape of a Ball, an Orb of Ice and Ash that explodes over a small area when it hits, like a differently flavored and somewhat smaller Fireball spell. It deals

piercing damage and slashing damage equal to its cold damage, but in return can't be used with either of the above effects. Does a small amount of variable dexterity damage.

4. Call it up as a persistent aura that strikes all who stand nearby or pass near the Lich. It reaches as far from the lich as a hill giant laid on its back, and lasts as long as two quick exchanges of blows. The lich may maintain this aura with a small investment of Mind and Intellect. Does a small amount of variable dexterity damage.
5. The Lich may raise shifting walls of floating ash and frozen mist. Such barriers are as thin as a doorway, and stretch up to sixty feet, winding as the Lich wishes. They may raise such a wall starting from a point up to thirty feet away. They last a length of time equal to two short exchanges of blows, and damage anything that passes through them. Does a modest amount of variable dexterity damage.
6. The Lich may call down a Storm upon an area. Anywhere within crossbow range the Lich may draw down a tempest of frozen ice and ash that will lash everyone within it for both cold damage, and an equal amount of slashing damage within a radius of twenty five feet. Does a modest amount of variable dexterity damage.

Of course, these are just starting points. By investing Arcane while unleashing their strikes, they can further empower them. You may spend as much Arcane as your rank in Elementalism on each aspect.

The aspects are

- Range - applicable to all but Touch and Aura. Adds the base range again for each point of Arcane.
- Damage - applicable to all. Each arcane spent increases damage by a modest amount.
- Area - applicable to Ball, Aura, Wall, and Storm. Increase the area by the base area.
- Duration - applicable to Aura, Wall, and Storm. Increases the duration by a single short exchange of blows.

What forms Elementalism can take in the future is something you'll have to discover for yourself.

To Say That For Destruction (100cp)

Ice is also great, and would suffice. You don't just cool things down. You realize the true potential of Ash, the death of Fire.

When you call upon the Arcana of Elementalism, whatever you lash with ice and cold retains a deposit of pure elemental Ash and Ice that continues to radiate cold. Forever. A sprinkling of the stuff on an arm will freeze a grown man to death in less than a minute, and your attacks leave more than a sprinkling.

More than just that though - what it freezes also becomes a force of elemental Cold. Not as potent as what you brought forth, but it would require great heat or magic to break the effect or melt it. And what it freezes is the same, but lesser.

Removing the deposit of elemental Ash and Ice is hard, as it clings preternaturally to whatever it hits, bonding with it almost, and it would take something like a break

enchantment spell to break its effects. The damage from the ice isn't just cold, it's reality commanding itself to freeze. Half the damage is Arcane damage, which ignores cold resistances or immunities and is extra effective against the Void, and in future jumps Forces of Unmaking, Oblivion, or Undeath.

And you'll have no trouble bringing forth great torrents of it, as you seem to have a second store of Arcane just for fueling Sorcerae of cold and Arcane of the same, one that refills with blinding speed. If you decide you wish to take back the chill touch of elemental Ice and Ash that you have struck out with you may do so with a thought, allowing things to regain the heat that was denied them, as well you may choose not to use this power with your spells if for some reason you desire such.

Order of Mors (500cp)
For a group of Liches, the Guild of Wizards is hostile towards more undead than they befriend. Even groups they wouldn't have a problem with on a moral level present a practical problem in that The Guild of Wizards is trying to befriend the Powers of Light. And the agents of their greatest enemy are mostly Undead. So for all its irony, they've made themselves great hunters of the Undead.

The mark of Mors causes the Lich to grow more gaunt and tall, but somehow more noble in character. They seem to have a presence that comes across as unapproachable, but reassuring in the face of danger. At the end of the Jump, these effects will become a template you may apply or remove as you wish.

Mors Liches, like those of the Order of Dirge, automatically recognize undead on sight, and know the proper name for any form of undead they see, along with the undead's strength relative to their own. They can sense all undead within 300 feet, and sense their relative strength.

For a trivial cost in Arcane, they can become invisible to the Undead for several minutes. This won't work against undead that still see in a 'natural' manner, but to any undead whose vision is based on magic - ghosts, skeletons, the more rotten kind of zombie - the lich is invisible. Mindless undead can't resist this, but more intelligent ones can. They can stretch this invisibility over a number of people based on their intelligence. They can also hold undead at bay, warding away more powerful undead or more numerous lesser undead based on the Mors Liches' own might and intelligence, though intelligent enemy undead can resist this. This costs a trivial amount of Arcane.

They can heal the Death-Touched and Living Dead without the chance for failure, provided they have a way to wield positive energy. For a trivial cost in Arcane, they can turn the Undead, though their strength flows from their intellect.

Upon fully joining the dead, their invisibility improves, being usable even against undead that retain mortal vision. Their turn undead attempts can be enhanced like the Priests of the Sun, though such strength raises the cost to a modest amount of Arcane.

Once the flesh has fully decayed away leaving only bones, they may weave a barrier that holds back any number of undead thirty feet from them. They may not approach at all, though this only works on weaker undead.

Mors enjoy a small bonus on Sorcerae that attacks the undead

The Greater Arcana of the Mors is Undeath's Reign, which you gain access to, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Undeath's Reign is the power to reign over the Undead - specifically in the sense you rule over what you can destroy. You may freely pass through any barrier, wall, circle, or other such ward against undead that you have made, and may 'key in' others that can also freely pass them should you have undead minions or allies. In future worlds these abilities will work on anything considered undead or affiliated with deathly or void based powers.

With it, you can -

1. You may ward away even more undead, just like the basic Mors ability, though it won't work on sentient undead. This will stack with the basic Mors ability. For an additional investiture of Arcane you may ward sentient undead, or even greater numbers of undead, powerful or otherwise.
2. You can raise invisible barriers that the undead must break before they can cross by writing down Arcane Script in a line. It functions like a wall, and can be 'physically' attacked by the undead. How much energy you can invest in this is based on your intelligence and Arcane rank, and how much 'health' they have is granted is based on the same. You can repair your barriers if they have been damaged. There isn't a limit on how long they last. The size of the barrier is based on the Arcane Script that defines it. For a greater investiture of Arcane upon initially making these walls, you may set them up so they automatically repair themselves, with the more you invest resulting in faster repair times, effectively granting the 'fast healing' trait to these walls. Alternatively you may invest additional Arcane upon constructing them such that they are simply tougher to damage, effectively increasing their hardness or 'damage resistance' so that they're just plain more difficult to tear down, and may combine this option (paying for both) with the quick repair option.
3. You can draw a line in the air to define a wall or circle around a small area, and weaker undead simply cannot cross it. You must devote a portion of mind and intellect towards holding these barriers. For an investiture of additional Arcane ,you may make walls or circles that hold back more powerful undead.

4. A barrier like the second ability, except that it damages any undead that comes in contact with it, based on your Arcane Rank, but costs more to make and set up.
5. You can strip away the abilities of an undead you can see, severing part of their connection to necromancy. They may resist with their will, but if they fail they lose all supernatural and spell-like abilities they gained from being undead.
6. Make a touch attack that unmakes the undead. Your victim may try and resist your power with their will, but if they fail are instantly unmade. This will kill a lich, but they may reform as normal - any lesser form of recovery will fail.

What Undeath's Reign would be capable of at higher levels is a question you'll have to pursue yourself.

Cast Back (100cp)
While all Mors can turn and destroy the undead, you find you excel at it. With every one personal step forward, you gain what feels like three improvements to call upon the Arcane to mimic channeling Positive energy. (see notes)

Not only that but you never seem to run out; turning, even greater turning, seems to flow freely, the infinite possibilities of life fueling the Arcane, even as the Arcane becomes life.

Lastly, you find that your close affinity with positive energy lets you count as living or dead, whichever would be most advantageous at that moment.

Order of Prime (500cp)
The mark of Prime is distinct. A subtle silver sheen touches their skin and flesh, and in darkness you sometimes see a silver sparkle around them. Their touch may leave a brief silver handprint. At the end of the Jump, these effects will become a template you may apply or remove as you wish.

All Prime Liches can see the Arcane from the moment they bind themselves to it. After observing a mortal spellcaster use magic, they may temporarily grant themselves spell resistance against that magic user's spells. They find they have a greater affinity for Spellcraft. They can sense the Void by spending a trivial amount of Arcane, and they recover an extra mote of it a day.

Once passing beyond life, they gain the ability to give their touch attacks the Arcane trait, making them more effective against the agents of the Void and more difficult to resist in general, and can grant themselves general spell resistance for a significant cost in Arcane.

Prime Liches literally glow, brighter and brighter as they grow in power, diming as they deplete it. It normally requires concentration to suppress, but as you're paying CP for it, you may freely dim your light.

Prime Liches are slightly better at all Sorcerae.

Prime Liches wield the Arcana of Primal Ways. You gain access to the first level of Primal Ways, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

It is the very mastery of other magics, and a terrifying ability for any wielder of magic to face.

Abilities it grants includes -

1. The ability to see what spells a wizard has prepared, or what a sorcerer knows. You can scan multiple targets with one activation, though it takes a moment of focus on each target. Costs a trivial amount of Acane and lasts based on your intelligence, but not long.
2. Do the same, but for supernatural and spell-like abilities.
3. You can wipe away a prepared spell, or for a spontaneous caster a spell slot. You must have first used the initial ability of this Arcana to find and target what you'll wipe away, and the target gets a saving throw. Cost scales with the slot or spell being destroyed.
4. You can suppress a spell-like or supernatural ability of a target for a time. You must first target that ability with the second ability of this Arcana. You must be reasonably close to initially activate this ability, though higher States will allow more range. However, once used, it will stick to your target for a time based on your State, with the strongest liches denying their enemies gifts for weeks. Every time they try to use the denied ability, they must contest your mastery of magic. Costs a modest amount of Arcane.
5. You can do the above, but to a spellcaster's entire ability to use magic at all. Costs a modest amount of Arcane.
6. You can do the above, but to all of a target's supernatural and spell-like abilities. Costs a modest amount of Arcane.

What Primal Ways would be capable of at higher levels is a question you'll have to pursue yourself.

Arcane Law (100cp)

While others are controlling individuals, you are laying down laws. You may imbue your will into an edict that writes itself in the air in Arcane script, with orbiting clauses and notes, or sink it into the land and structures around it. These edicts call upon command of the Primal Ways, and can be linked to enchantments or other appropriate endpoints, or to report to you.

You must give them direction as you lay them down. For example, an edict that draws upon your command of the first method of the Arcana could be set to watch and report whenever someone who knew or had a fire spell prepared walked through an archway, or was in a building. It might report to you, or activate an alarm, or trigger any other system you can prepare.

'Fire Magic' is about as broad as you can make your edicts. When suppressing something, it will suppress the offending magics or powers, but not the wizards or beasts

who wield them. That is to say, it will stop the fireball, but not the lightning bolt. You would need a second edict to do that.

Edicts take a large amount of Arcane to establish, and a modest amount more to grow them, but there is ultimately no limit on how big they can get, and they work well with fiddlily criteria, better in fact then they do with broad ones.

Order of the Umbral (500cp)
The Umbral Order is a strange group for an order of wizards. The Puppeteers are highly independent, for they command an army of shadows. They're private, even for wizards, and they move at their own pace, only tenuously tethered to The Guild of Wizards.

The Umbral mark makes all the features of the Lich more pronounced. Every fold of skin, every mark or scar. Shadows behave oddly about them. At the end of the Jump, these effects will become a template you may apply or remove as you wish.

Umbral Liches can see through all darkness as if it was well lit. This isn't mere Darksight - it doesn't cut out at some distance, and no normal force could forge a darkness they couldn't see through.

Their second gift is forging an Umbral Companion. Normally forging it would require a permanent sacrifice of Arcane, but as you've paid CP for it, you don't need to.

An Umbral Companion is effectively both a wizard's familiar and a druid's animal companion. A newly created umbral companion starts as a common familiar shadow creature. Made of shadows, they count as incorporeal when others wish to interact with them, though their actions are corporeal. If destroyed, they will reform after a day so long as the lich who created them still exists, or faster if the lich feeds the shadows Arcane.

Every State advancement allows them to rebuild themselves with a stronger creature at their base, till at the final State they're equal to an Orca before you count the fact that they're a creature of shadows, and before adding the strength they draw from their master.

The Umbral Liches are known as the Puppeteers, because of their mastery of the Arcana of Shadow Puppetry. You gain access to that Arcana, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Shadow Puppetry allows you to maintain a number of 'patterns' for different creatures. The greater your mastery of Shadow Puppetry, the greater the number of patterns you may maintain. A beginner can only hold the pattern for small animals, while the masters can hold the patterns for Dragons. Like your Umbral Companion, such creatures are neither truly Material or Immaterial, but have the most advantageous properties of both.

Your skill at shadow puppetry limits how many patterns you can manifest at once, and the greater the shadow, the greater the burden it takes for you to manifest it… but also the longer it lasts once called. Alternatively, you can tie up a piece of mind and intellect to keep one manifested. You can call any number of copies of a given pattern, up to your limit on calling up puppets in general, or use multiple patterns to have an array of different minions.

Normally it would require you to seek an elder lich to replace patterns or give you new ones, but you've found you can make them on your own, though it takes several days.

What Shadow Ways would be capable of at higher levels is a question you'll have to pursue yourself.

Dark Darker yet Darker (100cp)
You have taken on some of the strange nature of shadow, and your shadows have twisted and grown strange under the Arcane. Your status as material or incorporeal now is whichever would be most advantageous at that moment. The shadows you invoke warp, becoming pseudonatural things.

You also find that you can call upon much greater shadows, twice as potent as before. And that you can call somewhat more of them, half again as many in total.

Finally, you just can call on it more often, for it seems like you have a second pool of the Arcane just for calling forth your minions and calling upon Sorcerae of Shadow, one that refills at a decent pace.

Lesser Keys

Key of Wards (200cp)
Upon buying this perk you gain access to the first level of the Arcana of the Arcane Wards, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Personal magical protections, Arcane Wards are basic shields against other wizards. This Arcana usually takes the form of a skintight iridescent glimmer.

It includes such feats as -

1. A general protection against magic, such that hostile spells must overcome your resistances twice before they affect you. Trivial Arcane cost, broken the first time it's used, but lasts all day.
2. Completely protect yourself against one spell you yourself know and can cast. You can change the protected spell with a moments notice. Duration based on intelligence, but lasts a good long while. Modest Arcane Cost. You can maintain this by tying up part of your mind and intelligence while it's being maintained.

3. Grant yourself Spell Resistance, scaling to your intelligence. Duration based on your intelligence, might last a short battle. Modest Arcane Cost, can pay more for greater resistance. You can maintain this by tying up part of your mind and intelligence while it's being maintained.
4. Completely and harmlessly dispel the first spell that hits you, as long as it's of a level you can cast. Modest Arcane Cost, duration is based on intelligence, but it will last for hours. You can maintain this by tying up part of your mind and intelligence while it's being maintained.
5. Weave a shield that will complete negate any mortal magic that strikes you, but feeds on your arcane to do so each time you are struck - much less energy efficient then the earlier spells. Modest Arcane cost to cast, duration based on intelligence but will last for hours. Cost to negate spells scales with spell level. You can maintain this by tying up part of your mind and intelligence while it's being maintained.
6. An Arcane Barrier that will absorb all spells below a certain level. You must be able to cast up to the level you want to be protected from. Spells must target you. It has a significant scaling cost in Arcane, a short duration based on intelligence that may last a short battle. You can maintain this by tying up a significant part of your mind and intelligence while it's being maintained. Despite all these restrictions, it is still an absolute barrier against any targeted effect of mortal magic that can't be overcome with any level of effort.

What Arcane Wards would be capable of at higher levels is a question you'll have to pursue yourself.

Walking Fortress (100cp)

For you, self defense isn't an effort. No feat short of the absolute Arcane Barrier requires mental focus to maintain, such that they no longer tie up your intellect, and you can keep them up indefinitely. Maintaining them also doesn't tie up your ability to work other Arcana.

While it still takes as much effort as ever to actively raise them, and will tie up your ability to work other Arcane while doing so, you don't *need* to actively raise them as they will passively reestablish themselves even without your direct attention over the course of several minutes, though you may actively restore them as normal should you need them faster than that. You will never be undefended unless someone is actively breaking your protections.

You also have a fungible pool of Arcane Energy that you may assign and reassign to your various wards - enough to maintain an Arcane Barrier against 2nd level spells at all times, or a number of lesser but usually more useful Wards. Lastly, your Arcane Wards are invisible and undetectable.

Key of Artifice (200cp, Free for Order of Artifex)

Upon buying this perk you gain access to the first level of the Arcana of Artifice, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

The Key of Artifice allows liches who practice it to form a sort of reserve of “artifice energy” inside themselves that they can invest into items to create various Arcane tools. The amount of energy they can invest grows with each rank, but is fixed. They must recover the invested Artifice energy if they want to reinvest it in a new item. Normally it’s somewhat annoying to reclaim energy from an item you don’t have control of, but because you bought it as a perk, you may freely reclaim it at any time.

Actually investing Artifice energy requires enchantment work and spending three parts Arcane energy for every bit of Artifice invested.

A lich gains the ability to make items in this order -

Arcane Focus
An Arcane Focus can have a number of abilities depending on the amount of Artifice invested in it, and how those points are invested. Only the Lich who makes it can use it.

It can store Arcane, though it’s not as efficient as an Arcane Crystal. It can be made to regenerate Arcane on its own for a somewhat high cost in Artifice. It can be made into a tool that can hold spells for you. It can make your spells deal greater damage. It can make it easier to use Sorcerae. It can help maintain Arcana for you with a phantom mind. It can help protect you from the threat of insanity from overusing Arcana - though unless you take certain disadvantages, you’re already protected.

It can have any other reasonable power that is in line with these.

Arcane Crystal
These crystals can hold Arcane Energy, and are easy to move energy into and out of. No other function, but they are more cost effective for the amount stored then a Focus. They’re made from precious gems, with the more precious the gem, the better a focus it can make. A simple one is in the 10 gp range, while the greatest ones are crystals worth 500 gp. Since you purchased this perk, it’s possible for you to potentially use exotic / rarer / more expensive gems, but such would require research on your part.

Occularum
An Occularum is a kind of immaterial drone used as a spy or seeker. Appearing as inky globes of misty darkness about two feet across, their shape seems to hint at being a giant eye. They usually remain on the Spectral Plane, only called when needed.

Even when called forth, they are immaterial presences, hiding in the folds between the Material and the Spectral plane. Made of the substance of thought and imagination, they can slip through the tiniest crack even in substances that can block the immaterial. They can't really be damaged, though they can be stopped by forces that guard against immaterial and extra-dimensional intrusions.

While on the Material Plane, it will see into both the Material and Spectral planes at the same time. It can clearly see for a mile on the Material, though it has ten times the range of vision on the Spectral plane. It has all the same vision modes you have, and you can use any spell to detect or see things through it. They always have Darkvision, Arcane Sight, and Detect Magic active. Your Arcane rank determines how well they can perceive and notice things, with the higher your rank the better their perception, easily reaching into the superhuman range by the 2nd or 3rd rank. They fly at about twice the speed of a normal human running, with perfect mobility.

They require a moderate amount of Arcane to create, and no investment of your Artifice potential. You can have a number of them in existence at the same time based on your Intelligence. You can call one down anywhere on the same plane of existence as you, though you need some way of targeting the landing, of which you know several methods.

Finally they can follow simple instructions on their own, and can 'contact' you for clarification, or you can actively control them, and they're well suited to searches or as sentinels.

Greater Phylactery
An Arcane Lich who has achieved the penultimate technique of Artifice can create a Bound Phylactery, a greater form of Phylactery. There are many advantages to a Greater Phylactery.

The first advantage is that they are far tougher than a normal Phylactery. You are always aware of where it is, as long as it's on the same plane as you. If it isn't, you're aware of what plane it is on. You always know when it's been touched by another being, and when it's taken damage. You can spend a trivial amount of Arcane to see the area around your Phylactery, and maintain that vision as long as you concentrate. Your Phylactery can also store up to six motes of Arcane energy, and regenerates a single one each day. You must be able to touch it to draw on that Arcane.

You may also set up to six spells upon your Phylactery to trigger on contingencies you define. If they activate dangerous damaging spells, your Phylactery won't be harmed. You can hang six spells inside your Phylactery to draw upon when you need them. You don't need to be touching it to draw upon them, but it does take a moment of concentration.

Creating a Greater Phylactery ties up an entire Rank's worth of Artifice Points.

Bound Phylactery
The most ambitious liches won't be satisfied with a 'mere' Greater Phylactery. A bound phylactery isn't an object, it's a place. A house on chicken legs, an undersea palace of impossible geometries, a mountain. It takes physical work through the entire structure to be bound, and an investment of resources directly proportional to the volume being bound, but there is no limit on size. In return, a Lich can bind themselves to something that isn't carried so much as lived within.

Here are some common properties that show up in most Bound Phylacteries.

- You can see from anywhere on or in it, as if you were standing there.
- You can teleport to any part of it for a modest cost in Arcane. You can be perfectly accurate with the spell as long as the destination is within or on it.
- You can cast spells through it, as if you were there.
- You can manipulate space and dimensions inside and around it.
- You can make it shift and cause parts of it to move. If it's built correctly, you can make it walk à la Baba Yaga's hut or Howl's Moving Castle.
- You know everyone who is in contact with it, and where they are.
- It regenerates at 5% of its total 'health' per day if damaged, and you can speed it up massively by meditating on making it fix itself.

Bound Phylacteries are grand works of Artifice, and they tend to have unique properties in addition to these.

It binds two whole ranks worth of Artifice points to make a Bound Phylactery.

In addition to those more permanent constructions, Liches with the Arcana of Artifice also learn the technique of Arcane Enhancement. This essentially lets the lich turn prepared objects into enchanted objects with a temporary enhancement based on your Arcane State. As you bought this as a perk, you can always treat it as the final Arcane state (Spectral Lich), for an enhancement bonus of six on the item. You don't have to use the full bonus, as the higher bonus you use the more expensive in Arcane it gets. Such tools are Arcane weapons or armor.

The Arcane Trait makes them especially good against the forces of the Void. In future worlds, it will work against forces of unmaking, oblivion, and the like, as well as undead in general. Weapons with the Arcane trait ignore defenses and immunities. Armor is stronger and helps you resist magical attacks. Other items are harder for forces of the void to resist.

Who knows what incredible things you'll to make as your mastery of Artifice continues to grow?

Grand Artificer (100cp)

While every artificer will continue to grow in the amount of Artifice they can keep invested, your growth is doubled here. More than that, you find you can permanently empower things, freeing you from having to maintain an ongoing investment.

It takes a fifty-to-one ratio of Arcane to Artifice to replace the Artifice investment, and you can't empower something beyond your theoretical maximum Artifice - how much you could invest if all of it was available for you to use at one time.

Using this, it's possible to make Arcane Foci that other people can use. As long as all the investment is permanent investment paid in Arcane, then you can set criteria for who or what can use it. Note that there aren't a lot of limits on what an Arcane Foci can do.

You can also make an Arcane Enhancement permanent. It requires ten times as much Arcane to make it permanent as temporary. Such enhancement overlaps with standard enchantment, but does count as the required '+1' needed before other special abilities might be added, and an item so enhanced is considered an Arcane Enchantment for the purposes of ignoring anti-magic and spells.

Yes, you can make an item a permanent Arcana Foci with interesting abilities, make it permanently Arcane Enhanced, and then enchant it. Something like that is basically a minor artifact though, and represents a huge investment of time and effort, without other perks.

Key of Avatars (200cp, Free Order of the Umbral)
Upon buying this perk you gain access to the first level of the Arcana of Avatars, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

The Arcana of Avatars first lets you craft, and then manifest, an Avatar. Crafting an Avatar starts modestly expensive in Arcane, and eventually becomes very expensive, though you only need to craft a given Avatar once. Manifesting it costs the same amount, and maintaining it ties up a petty amount of mind and intellect to start, growing to a modest amount for the greatest Avatars.

Withdrawing the invested intelligence causes an Avatar to dissipate, but by paying the Arcane cost again it may be resummoned. The range that the Arcana of Avatars may summon at is normally dependent on your Arcane State, but by buying this perk you gain the maximum range - able to summon an avatar even into another plane of existence, though you need at least some way of targeting where you want it to manifest, of which you know several methods. Normally, it's only possible to manifest a single avatar at a time.

Most avatars are constructs, though Greater and True Avatars are living creatures. Avatars are immune to mind affecting spells. You can look through your Avatar's eyes at any time. Your

avatar is completely loyal and incorruptible by any force, magical or mundane. It will work towards your goals even if it doesn't know it's an avatar or that you exist.

You may take control of your avatar at any time, and while doing so may channel your abilities through it - casting spells, manifesting powers, and so on. Likewise you can use your skills and feats through it. The avatar may be aware of this control or explain it away as you like. You may give them orders they will follow to the best of their abilities.

There are several different stages of avatar that you can learn to manifest sequentially.

Rudimentary
Has no mind of its own, is very fragile, cannot channel your powers, can't speak, and can't pass for a living thing. Will be destroyed by even a light blow. You must actively control it, or it will collapse to the ground.

Lesser
Has the mind of a dumb child but can follow orders, but won't do anything you didn't explicitly order. Can't yet channel your powers. Might survive a single light blow. Cannot speak. Can pass as a living thing at a distance, but is cold and doesn't breath.

Standard
Has the mind of a slow adult. Can speak, but only in your voice. It cannot attack on its own, but it is able to be a channel for your powers and skills at this point. Its flesh is warm and it breathes, though it won't sweat or bleed.

Superior
Has the mind of an average adult and can think independently as needed. It has the health of an average human. It can contact you to get further instructions if it needs them. It can use basic skills on its own.

Greater
Is actually a living thing - a first level character with skills and feats and the attributes of a starting adventurer, though it will never learn or grow. If you don't want it to, it won't even know it's an avatar, believing itself a real person, following your goals subconsciously.

True
Nothing can detect that a True avatar is anything but a normal mortal. It can fall in love, have children, learn and grow, though it can't grow beyond a fourth of your own fully realized potential. Though it can be better than you at things by specializing differently.

Once you grow able to manifest a True avatar, you'll start the cycle again with a second avatar, starting at Rudimentary and growing to True, at which point the cycle will repeat.

Hierarchy of Souls (100cp)
Normally an Avatar is a transitory thing - even the True Avatar. Not for you. Once you have manifested a True Avatar you will be able to separate a piece of your soul - the part

that's able to manifest that Avatar, and imbue it with vast quantities of Arcane, raising that Avatar to the status of Sub-Soul.

You lose the ability to manifest one Avatar, but in return the Sub-Soul becomes a persistent being you don't need to maintain. If it should ever be slain, it will return in a night and a day for no cost. Its potential grows, being able to become as strong as you. This is just potential, it will have to get there the hard way.

If you let it, it can channel your powers itself - casting your memorized spells, manifesting powers from your reserves, and so on.

It also counts as a Bound Phylactery. So long as it lives, you will return. You can channel spells through it as if you were present, without having to take control of it or use its actions, and observe around it, rather then just through its eyes. You always count as touching it for the purposes of spells (and it counts as 'you' for purposes for self-only spells), and can flawlessly teleport to it over any distance by the spell, or for a small cost in Arcane. You can store Arcane in it, and both you and it can draw upon that Arcane to use Arcana itself. You can hang up to six spells in it for both of your uses, and hang another six spells as contingencies. If those contingencies are attack spells, they won't harm your Sub-Soul even if they drop down on top of it.

It retains the incorruptibility and absolute loyalty of an Avatar, and counts as a living creature or as a construct, whichever is most advantageous at any given moment.

Key of Concentration (200cp)
Upon buying this perk you gain access to the first level of the Arcana of Concentration, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Concentration allows you to maintain multiple arcana at a time. You can maintain as many arcana as your rank in this ability. Though maintaining Arcana will require an investment of mind and intellect, and you may not reduce your intellect below a childlike threshold no matter how much you would like to hold onto one more effect.

At high level, this arcana grants you a second stream of thought that can only be used for purely mental actions - thinking on things, not spellcasting, controlling avatars, or suchlike.

But it also becomes possible to form additional thought streams by devoting mind and intellect to it. This is quite mentally expensive, but such created though streams can act as you wish. Casting spells, controlling avatars, using Arcana, and so on. It doesn't get you extra mouths to chant with, or extra hands to gesture with, but such thought streams are otherwise free to do anything you can do, including using your supernatural powers.

Expansive Mind (100cp)

You find that you have extra mental resources to devote to this Arcana, letting you more freely maintain effects or generate extra thought processes. You basically have a third again as much brain power, exclusively to devote towards this Arcana.

Key of Contingency (200cp)
Upon buying this perk you gain access to the first level of the Arcana of Contingency, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Contingency allows you to essentially do one of three things with each rank. Establish a Contingency, as per the spell, of a spell of one level less than the rank in the Arcana of Contingency, at a high scaling Arcana cost. Do the same, but for someone else, at an even higher cost. Or create spell Glyphs, up to the same rank as the Contingency Arcana.

Spell Glyphs are spells written in Spectral Script (and hence invisible to almost everyone), embedded in objects, set to trigger on conditions.

The first rank in Contingency lets you make first level spells contingent on yourself. The second on others, but does not advance the level you can make contingent.

So someone who achieved the third rank in contingency could do one of these

- Have two first level spells hung on himself, and a third level spell glyph.
- Have a first and second level spell glyph in the world, and hang a second level spell on himself.
- Have a first level contingency hung on himself, one hung on an ally, and a third level spell glyph.

And so on. Each rank can only be used on way at any given time, though you can drop a contingency or spell glyph to reassign that contingency.

Planning Ahead (100cp)
You find that maintaining contingencies doesn't tie up your ability to use the Arcane, that creating them costs significantly less Arcane, and that the number you can maintain for each rank slowly grows.

Key of Golems (200cp)
Upon buying this perk you gain access to the first level of the Arcana of Golems, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Golems are a common tool for the Liches of the Guild of Wizards. The greatest are the semi-real Artifex Golems of the Order of Artifex, but making them is hardly limited to just those master craftsman.

The common Arcane Golem is created from a Heart. These Golem Hearts are crafted from precious stones and metals, growing increasingly grand for more impressive Golem Hearts, and then they're empowered with an investment of energy.

A lich may temporarily invest part of their Permanent Arcane, tying it up in the empowerment of the heart. They can reclaim that investment at any time, but the heart will break and must be crafted anew. Alternatively, if the Lich also practices the Arcana of Artifice, they may instead invest Artifice into empowering a Heart. A lich may only have a limited number of hearts in existence at once, restricted by the height of their Intelligence.

Once empowered, a golem heart is very similar to a Occularum, though unlike those devices it has no sense of its own. Instead, it can bind its now immaterial essence to a piece of the world, and reshape that piece into a Golem. Such crude golems might be relatively weak on their own, but can channel a shadow of their makers might and skill. If destroyed, the Heart is dissipated from reality into potentiality for a time, but will reform after a day.

It's also possible to build prepared vessels for the Golem Heart. Such vessels are far stronger than an ad-hoc animation, and the destruction of such a vessel will not dissipate the Golem Heart, letting it jump to a new vessel immediately. That strength though comes at the cost of, well, cost. Resources and time and effort to craft such.

A Crystal Golem for example may be a juggernaut, but it's also a ten-foot-tall statue made of diamond and platinum. Making it costs. Obviously you are not limited to just Crystal Golems, and can use other materials you have access to, with more powerful and exotic materials tending to result in more powerful and exotic golems. With effort even things like the mighty and near-indestructible Adamantium Golem may be in your reach.

You may see out of the eyes of your Golems (or roughly where their head is, should they not have eyes), and project your mind into them to control them directly. They can obey simple orders and routines, and make fine guards and wardens, if unimaginative ones.

Unliving Soldiers (100cp)

Your Golem Hearts aren't LIKE Occularum. They *are* an extra set of Occularum, with all the abilities of one. Even when invested in matter, the Occularum part keeps watch around its golem, seeing and spying. They also gain real, if unimaginative, intelligence. They're as smart as a somewhat dumb mortal, but they're perfectly logical and thorough, and they feel no emotions that would make them perform badly. In the end, they're surprisingly good at working around their limitations.

They also reform in only six hours, and they're better at animating their bodies than normal golem hearts. They might have the same basic attributes, but their reflexes and skill at using those attributes is improved. Occularum abilities are described in the Key Of Artifice perk. Should you also possess the upgraded Key Of Artifice perk you may make these Occularum Golem Hearts without a permanent investiture of Arcane or

Artifice energy, though it does still require an expenditure of such energies during the initial creation.

Key of the Mundane (200cp)
Upon buying this perk you gain access to the first level of the Arcana of the Mastery of the Mundane, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

The Guild of Wizards is clear in its viewpoint. Real Magic flows from the Arcane, with the lesser spells of mortal wizards and clerics nothing but parlor tricks. It would be rather embarrassing to be shown up in parlor tricks, though.

It includes such feats as -

1. Reinforcing a spell to make it harder to resist, with more Arcane spent resulting in a stronger effect.
2. Making a spell completely immune to being countered by mortal magic. It might be possible to do something with an Epic Spell, but not even a Wish or Miracle can stop it. Trivial Arcane cost.
3. Maintain a spell with a duration indefinitely. The choice to do so must be made when the spell is cast. If the lich's concentration is ever broken, the spell ends. This doesn't mean the lich has to maintain concentration, just that the shock of losing it will break all such spells. The lich may not stop maintaining a spell, and then restart it. Casting a spell this way has a scaling cost of twice the spell level in Arcane, and ties up a portion of the lich's mind and intellect so long as it's maintained, also scaling with the level.
4. Recovering a spent spell or spell slot. Cost starts low but gets increasingly high for higher level spell slots. Requires focus and concentration enough that you can't do anything else for a moment while you focus on it.
5. You can add metamagic to spells as they are cast for a cost in Arcane based on what the new spell level would be. You can stack multiple uses of metamagic on a single spell for an increasing cost.
6. You can cast a spell as an Arcane Spell. Arcane Spells ignore Anti-Magic, Null-Magic, Spell Resistance, and cannot be countered. Though some Arcane beings have Arcane Spell Resistance, Arcane Counter Magic, and so on, and those will work. Basically ignores mortal magic, and things that limit or counter mortal magic, but still can be resisted by those with ties to cosmic forces. Arcane spells require significant and scaling amounts of Arcane to cast.

What Mastery of the Mundane would be capable of at higher levels is a question you'll have to pursue yourself.

Mastering the Basics (100cp)
For all that they like to pretend mortal magic is nothing more than a child's sandbox full of pretend spells, it is still a path to true power. You have never forgotten it, why else would you have invested so much energy in it?

You find you can wield the Arcana of the Mundane with great casualness - it requires no attention to use, to the point where it doesn't tie up your use of Arcane, with the exception of recovering a spent spell or slot. Even that is quicker, being something you can do while doing something else, rather then completely eating your focus.

It also just costs less. You could perform several minor feats freely, or a significant feat cheaply. It's almost like you have a small pool of energy that refills every six seconds just for paying for this arcana.

Lastly, the amount of intellect you must devote to maintaining a spell is reduced, and breaking your concentration no longer shocks you into dropping those spells.

Key of Null Magic (200cp)
Upon buying this perk you gain access to the first level of the Arcana of Null Magic, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Several Null Magic abilities allows you to attack spells as they are being cast. Doing so generally isn't automatic, the opposing caster can resist if he wishes to, and you can't normally attack spells of a level you cannot cast yourself.

It includes such feats as -

1. Countering spells targeting you. Arcane cost scales with spell level.
2. Depowering magical items, objects, and the like. Trivial Arcane cost, short duration, though you can tie up part of your mind and intellect to maintain the effect indefinitely.
3. Unmaking any bit of magic that you see. A spell that's being cast at someone else, a magic item… anything that could be qualified into a spell of a level you can cast. You must be able to touch it. Cost is scaling to effect level.
4. A Null Magic Wall. Invisible on this plane and to magical sight, it's a crackling silver barrer to those who can see the Arcane. It's impossible to use mortal magic to target someone on the other side of such a wall, and magical effects that try and pass through it are unmade. Modest Arcane cost, with a short duration based on intelligence. It might last a short battle. Can be maintained by devoting mind and intellect to its continuation.
5. A pulse of Null Magic that depowers magical items for a short time in an area around the Lich. Modest Arcane cost. Lasts a short duration, probably not a whole battle for anyone but the smartest.
6. Establish a null magic zone. Like an anti-magic zone, but better. High Arcane Cost, duration based on intelligence, but will last several minutes. Can be maintained by developing a large amount of mind and intellect towards it's maintenance.

What Null Magic would be capable of at higher levels is a question you'll have to pursue yourself.

Mono Blue A… (100cp)

You don’t quite get why all the other wizards hate you. If they wanted to cast spells, they should just get good.

Your mastery of unmaking magic is something to behold, using it is a reaction rather than a conscious action that takes concentration, and you find that using it doesn’t tie up your use of the Arcane. More than that, you find that you always have a little extra Arcane energy just for Null Magic, as if you had a small but replenishing pool of Arcane just for such a purpose.

You’re also just… better at direct contests of magic. This obviously helps you with Null Magic, but it helps with any other head on collision or conflict of magic, like when you attempt to dispel someone else's spell, or vice versa.

Key of Servitors (200cp, Free for Order of the Dirge)
Upon buying this perk you gain access to the first level of the Arcana of the Servitors, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

This Key lets the Arcane Lich perform perhaps the most iconic trick people think of when speaking of liches. It lets them raise their minions of death. Ironically, this is more a trick of the light and an echo of the Lich’s own undead status than actual necromancy. The Arcana of Servitors uses the Arcana to create false corpses, and fills them with a false spirit born of the Arcane. Despite having never lived, they still count as undead.

A Servitor can be turned or destroyed by positive energy, and can be rebuked but not commanded or controlled by negative energy or spells. Only the Arcane could steal control of a Servitor.

You can see through the eyes of your Servitors, and their eyes glow with purple light. The forces of the Arcane that form and animate your servants forms streams and nimbuses of the same purple light of force that puppets them as they move and act.

This Arcane is very mechanical in how it creates “undead” and controls them. You form ‘binding points’ or slots in your soul over time, and then fill those slots with your manifested Servitors. When one is destroyed, you can simply create another. All your slots are equal and interchangeable - they’re all able to form undead of the same ‘stature.’ You can’t make a smaller number of greater undead, or a greater number of lesser.

At the beginning, you’ll only be able to form a bare dozen false ‘ghouls’ or equivalent, but as you grow in your mastery of Servitors, you will find yourself able to slowly create more undead, or greater ones. You may invest your growth in either direction - creating more ‘slots’ you can fill with ‘undead’, or making those slots capable of being filled with more impressive ‘undead.’

While they are made from an echo of death, and count as undead, they never lived. Servitors are strangely sterile things of false flesh or bone effectively created from nothing more than your mastery of the Arcane. They cannot cause those they slay to rise as undead, nor inflict disease, even if the undead they were based on could do these things. The undead created via this ability never count against your total amount of more 'normal' undead you may control.

Eldritch Monsters (100cp)
While an echo of the Necromancy shaping you lets you give your Servitors form, they aren't truly of the dead. Your Servitors count as Constructs or Undead, whichever is more favorable at that moment. They also become completely incorruptible, with your control absolute and incapable of being broken by any means.

But the real benefit is that the energies and nimbuses that form and animate your servitors become more than a light show. You can bind them into useful functions. Essentially, your Servitors gain the class abilities (though nothing else, no saving throws or attack bonuses or the like), of a totemist of half their hit dice (minus Wild Empathy, Illiteracy, and Totems Protection), with 'meldshapes' formed of the Arcane, and themed around 'Undeath and the Eldritch' instead of 'Nature and Magical Beasts'. They have a false 'essentia' formed of the Arcane Energies making them up, and the 'Undead Meldshaper' feat.

Key of Spell Manipulation (200cp, Free Order of Prime)
Upon buying this perk you gain access to the first level of the Arcana of the Spell Manipulation, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Spell Manipulations allows you to manipulate spells as they are being cast. Doing so generally isn't automatic, the opposing caster can resist if he wishes to, and you can't normally manipulate spells of a level you cannot cast yourself.

Early feats of spell manipulation have low Arcana costs, but starting with spell reflection the costs balloon.

It includes such feats as -

1. Freezing a spell that is targeting you so that it won't take effect for several minutes, during which you can attempt to dispel it.
2. Absorbing a spell that is targeting you. If you have a free spell slot of the right level, you add it to your prepared spells, otherwise the energies just dissipate harmlessly.
3. Freeze any spell, including ones targeting other people, areas, or spells that aren't targeted at all.
4. Absorb any spell even if it isn't targeting you, again following the same rules as before.
5. Spell Reflection - sending a spell that targeted you back on its caster.

6. Spell Deflection - spending a spell that targeted you at any other target you care to aim it at.

What spell manipulation would be capable of at higher levels is a question you'll have to pursue yourself.

Master of Permissions (100cp)

You find yourself with a natural flair and easy use of Spell Manipulations. You find that tricks before spell Reflection don't cost you at all, and those after cost less then they should.

You also find that you seem to automatically try and freeze any spell that could be targeted with it, that you would want to be, without you actually devoting any time or attention to doing so. Using Spell Manipulation doesn't tie up your use of the Arcane.

You can use Spell Absorption on frozen spells, and find that for the effort another puts in to absorb one spell, you can attempt the same on all the spells you have frozen.

You're also just… better at direct contests of magic. This obviously helps you with Spell Manipulation, but it helps with any other head on collision or contest of magic, like when you attempt to dispel someone else's spell, or vice versa.

Key of Spell Mastery (200cp)

Upon buying this perk you gain access to the first level of the Arcana of Spell Mastery, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

Each level of spell mastery lets you learn a spell from a forbidden school or a different caster list. First level spell mastery for instance allows you to learn one 1st level spell, picked when you gain spell mastery, from any list. 2nd lets you learn one second level spell, and so on. They cannot normally be enhanced with metamagic, though the metamagic from **Power! Unlimited Power!** will still work.

The restriction on metamagic goes away once you achieve sixth level Spell Mastery.

Such spells must be prepared, even if you are a spontaneous caster. Preparing them costs Arcana - the cost in Arcana matching the level of the spell being prepared, and you don't regain that energy even if the spell is never used or forgotten. Only preparing such spells counts as using the Arcane, and so should rarely interfere with your other uses of it.

As part of the natural growth you gain for buying this as a perk, you will be able to slowly pick up more spells of each level you have achieved. You'll also be able to emulate the magics of future worlds in the same way.

Finesse with the Small Magics (100cp)

You pick up more spells with Spell Mastery of levels you're already able to cast, and do so quickly rather than at a snail's pace. You might gain four or five first level spells a year, and if you're capable of it, a 9th level spell every five. Perhaps quicker if you have perks or abilities that make you faster at learning magic.

You can also now cast such spells spontaneously. Simply pay the price in Arcana as you're casting.

Key of Void Manipulation (200cp, Free for Order of Mors)
Upon buying this perk you gain access to the first level of the Arcana of Void, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

The Void, the great enemy. This Arcana is much less about using or manipulating it, as it is attacking it. Use of this Arcana can certainly help you pass yourself off as a kind of holy man. In future jumps forces of unmaking, oblivion, and the like (as well as undead in general) will count as of the Void. Void Manipulation is stronger against agents of Void who are less… evolved than you. If your Arcane State would be greater than their equivalent you gain an advantage in any contest against them or forces acting on their behalf.

The tricks of Void Manipulation include -

1. Cause Fear, even against mindless undead or the like. Trivial cost, duration based on intelligence, will last a short exchange of blows.
2. Making yourself sacrosanct against them, such that they must struggle to attack you. Trivial Arcane Cost, duration based on intelligence, will last a short exchange of blows.
3. Strip away the unnatural strength granted by the Void and/or Undeath, and block them from using any Void based power to rebolster it. Modest Arcane cost, will last a short exchange of blows.
4. Unattune the Blood of the Children of Vangual. This will work against other forms of stolen power by agents of Void. Small Arcane cost, permanent, though they can reattune it.
5. Summon a wave of silver light that tosses back the Void Tainted till they are at least thirty feet away from you. This can cause damage as they're thrown back and into things. Those weaker than you have no chance to resist, while peers and those stronger than you may contest it. This power requires only an instant of thought, though it does count as the use of Arcana for the moment. Modest Arcane cost.
6. You may Ward them away entirely, such that they can't approach within thirty feet of you without overcoming your Ward's might. Even if one does get through, that doesn't lower or damage the Ward. Significant Arcane cost, duration based on intelligence, but will last a short battle. It can be maintained by investing mind and intellect.

What Void Manipulation would be capable of at higher levels is a question you'll have to pursue yourself.

A Light in the Storm (100cp)

The Guild of Wizards is an arrogant lot. To them, the forces of the Void are special, finally something so terrible that they must take a stand against it. Their revulsion is genuine and not merely because it threatens them. But what they fail to recognize, and why the Light will not trust them, is that the Void is simply the natural endpoint of Evil.

You do realize that however, and can apply that truth to your abilities. You have found that you can apply your understanding of the greater evils to the lesser.

Void Manipulation now works against any force of supernatural evil, corruption, degradation, or ruination. Against forces of negative emotions. Against agents of imbalance… Against those forces that ruin the world because the world is there to be ruined.

More than that, you find it startlingly easy to maintain Void Manipulation abilities - to the point where all of the defensive ones with a duration above are completely free to maintain at all times if you wish. Those powers are completely invisible for you. The only warning an agent of the Void will have is when he's shoved back as you walk by.

You also find that you constantly instinctively attack with your un-attuning ability, stripping the energy of stolen life, blood, soul, emotion, and the like from those who would prey on others. You don't have to attack someone you don't want and may set 'exceptions' to prevent unintentional targeting, if you feel like making a compromise with evil. Even if you do make these exceptions or choose not to attack someone, you will unfailingly know when an individual these abilities would affect comes into the radius of your Void Manipulation wards, as well as where they are in relation to you. This does not take up your use of Arcana from moment to moment.

Key of Weave Aura (200cp)
Upon buying this perk you gain access to the first level of the Arcana of Weave Aura, and will naturally deepen your understanding and power in it over time with no more personal investment in that growth.

The first thing a user of Weave Aura learns to do is to attune themselves to people and objects, a number of them based on their intelligence. Anything so attuned is protected from the lich's own Arcana, as well as the Null Magic technique of pulsing Null Magic to temporarily mass depower magic items (if you attune a friend, and they are carrying a magic item, the item isn't protected. It is the item that must be attuned).

The reason this is the first technique learned is because Weave Aura is the Arcana to turn oneself into walking chaos or destruction. A new practitioner learns three auras to begin with, and will continue to pick up more over time. Auras can be tuned to only attack the living, the dead, or everything. Known auras include but aren't limited to -

- Confusion, as the spell.
- Disorientation, a dexterity debuff.
- Disruption, an intelligence debuff.
- Enervation, a strength debuff.
- Fear, as the spell.
- Harm, straight ‘untyped’ damage.
- Pain, penalizing all actions.
- Paralysis, as the spell.
- Silence, as the spell.
- Sleep, as the spell.
- Vampirism, a weaker form of direct harm, but one that heals you. The maximum healing you can gain at any given moment from an individual is limited by your intelligence, with any excess lost. Healing that would take you beyond your normal maximum is likewise lost.

Status effects can be saved against, and a successful save protects the target for a number of rounds (usually about six seconds each) based on their intelligence, with smarter targets being protected for longer should they make their ‘save’. Damage auras may be unavoidable but lesser, or deal more damage but allow a save to resist, which you may choose when you activate the aura.

Auras have a trivial to modest Arcane cost based on their Rank, with a higher Rank causing a stronger version of that aura. Their duration increases with Rank, and they can be maintained indefinitely with an investment in mind and intellect.

You will simply grow more powerful in all the basic variables of Aura over time, and continue to learn new types of aura as you advance.

Deluge of Destruction (100cp)

There is no subtle set of benefits here. Your Auras are simply more powerful. They do more damage, are harder to resist, start hurting even the people who resist them for half-damage or effect, or only grant a moment of reprieve each time someone resists. They’re larger, by about a factor of four. And you can simply include or exclude people or things from the effect as you wish without needing to attune them ahead of time.

You are walking destruction. Did you need anything more?

Items

You have gone far to reach where you have come. The path to ascension through undeath is narrow, with many false turns. To reach here you must have had many resources, and the getting here must surely have given you more. And the Guild of Wizards is an organization that supports its members. To be here, you don't have a dragon's bed of gold - such would be insufficient. You gain 500cp just to spend in this section.

Library (free)
You have a library filled with pretty much every major public work of magic or the occult - anything you wouldn't require a permit or writ of permission or the like to legally own. It also has a hidden study with a select number of forbidden tomes and spells of dubious legality. This library will update and add to itself with each new jump to a world that actually has magic with a similar selection. You may attach this library to any property you own.

> **Private Collection** (100cp per purchase, one purchase free with Library)
> You have a focused collection within your library. Pick a subject - the broader the subject the more shallow the collection. You have access to pretty much every major public work on your subject - anything you wouldn't require a permit or writ of permission or the like to legally own. You also have a good selection of obscure but good works in it, and a select collection of forbidden tomes of dubious legality.
>
> You may buy this perk multiple times, each purchase either deepening your collection, or adding another focused collection. This library will update and add to itself with each new jump to a world that actually has that subject with a similar selection. Yes, 'Magic' or "Spells' is a legitimate focus.

Phylactery (free)
A Lich's Phylactery is essentially their most important organ, for as long as it exists, so will they (barring truly terrible magics that attack the soul). A lich who has had its phylactery destroyed has little interest in anything but creating a new one.

Normally, they take the form of a box or container, to 'hold' a piece of 'soul.' But you can import any item you wish in its place. If your phylactery is destroyed, it will respawn in a week. If it's lost or stolen, you had better track it back down - it is the classic threat to hold over a lich's head, for the one ballsy enough to do it.

Before fully transitioning into undeath the Phylactery is more training wheels than anything else. It must exist for normal Arcane regeneration, though if you have powers or perks that help you regenerate it, then you don't need to care.

Forming the Phylactery doesn't harm you, and won't be a harm to you in future jumps. Just like most perks and items, it follows the metaphysics of this jump.

> **Bound** (100cp, Free Key of Artifice)

You've upgraded your Phylactery, as well as any phylactery-like objects you have, into bound phylacteries. They may bond with any properties or structures you have. You don't have to do so immediately, and may wait until you have an appropriate vessel for them. If you wish to unbind them from a property so you can attach them to something else you can do so with a somewhat tedious ritual and an expenditure of Arcane energy.

Tower of Sorcerae (100 cp)
You have a tower dreamt into reality. Maybe by you, maybe by someone else, but it was never made a concrete and defined thing. It starts out a thing the size of a city block, and thirty stories high. It can be something of stone, or glass, or crystal, or wood. When no one is watching it, it can change its outer facade. Inside it has a basic layout, though you can change that layout whenever it is unobserved by people other than you. Both the inside and out will repair themselves over time, and the tower may slowly shift itself, faster if unobserved, though still slowly.

The tower echoes any crafting perks you possess, gaining technologies and magics in keeping with the secrets and arts you've seized. You may feed the tower vast quantities of Arcane over time to make it grow. You may make it grow in luxury, making everything inside the tower higher quality over time and more comfortable and beautiful. You may make it grow in utility causing it to grow embedded magical items, and if you have the perks, technological ones. You may make it grow in size, becoming broader or taller or both, or even make it grow inside without growing outside, though that's even more expensive.

If you make the Tower a bound artifact, all those functions will be enhanced. You can also have it already on legs, or other appropriate mechanisms, so that it can move about. You may import an existing property as your Tower, though if that combination would be especially powerful you must pay an extra 100cp for the privilege.

Floating Isle (100cp)
Your Tower flies, and so does a modest amount of land around it. Enough for a small family farm though like with the rest of the tower it's possible to expand this. The weather's always pleasant - the air elementals bound to moving it make sure. They're quick to defend the tower if need be, and there are many permanent unseen servants to invisibly serve guests and do work about the place. And the elementals can push the tower at a decent pace.

You get about a dozen elder air elemental servants. If killed, they will come back in a day and a night. They can't leave the premise, but otherwise faithfully obey you. They're also surprisingly bright, for elementals at least. You know methods of binding more with the same properties should you require them, though it is neither a fast nor easy process.

Moving Locations (100cp)
Your tower has several dozen portals to major population centers, a few smaller towns, and an interesting hidden place of wonder or magic. It has this… for every major plane of

existence in the local cosmology, and several of the minor ones. These portals form extensions of the tower on the other end, small buildings or annexes built of the towers essence.

The portals work automatically for you, and you can key other people to use them. Minions created by your power always count as 'keyed,' unless you've unkeyed them. The portals are near impossible to notice for those not keyed to them, and would require something on the level of epic magic or similar in order to force open. All of the portals are clearly marked as to where they go… but only to those that are actually keyed to using them.

Shadow Economy (100 cp per purchase)
You have great, even excessive wealth available. This isn't exactly the same as having wealth - rather, money issues are taken care of. If you look to buy a small town, you'll have enough wealth around to get it started, and after that initial payment expense will never show up again, being taken care of before it ever reaches you.

The first level takes care of expenses as if a level twenty expert was diverting his income to paying for you. Each additional purchase, to a maximum of four purchases, adds another one. This means that in good times, this can cover more, and in bad times, less.

Discreet Purchaser (100 cp per purchase, can't have more than **Shadow Economy**)
There are many things you might want and need that are… annoying to get. Maybe for legal reasons, maybe because no one buys that much gold, or the world you're on doesn't have magic scrolls. Each purchase of this means that you get half as much value as you get from **Shadow Economy** diverted to you… in goods. They don't have to be goods available in your current world, or things you can legally get. They discreetly show up when you need them, even if getting them should take a long time, or involve some kind of commission.

These goods can be improvements to your properties, installations, constructions, or upgrades, but no other kind of service.

Soldiers of Stone (100cp per purchase)
You have a set of Stone Golem bodies for any Golem Hearts you command to inhabit - enough for however many hearts you have. Each purchase gives another set. If one of the bodies is destroyed, it will re-manifest in a day.

And manifest is correct, because they're closer to the idea of a 'stone golem' rather than an actual one - like an Artifex Golem, though not built out of your thoughts in particular. This lets your Golem Hearts summon these bodies to them, rather than forcing them to seek out these bodies.

These bodies will also retain any improvements you made, allowing you to upgrade them over time into more impressive forms made of more impressive materials.

Wealth by Level (100 cp per purchase)
You've acquired good gear. Each purchase of this gives you 10 levels worth of wealth by level to spend on equipment, to a maximum of four purchases. Anything bought this way is considered CP backed, with all of the normal return over time features, and restocks or recharge if they are consumables or have limited charges.

You don't have to spend all the GP. Any you don't spend, you get to keep and use, and it's CP backed the way any other item got this way is backed.

If you sell or give away something bought this way, it will only be reproduced at the beginning of the next jump, or in ten years, whichever comes first. Using the gold you kept is considered 'giving it away.'

Minor Artifact (400 cp)
There's a lot of DnD out there, from TSR, Wizards of the Coast, and countless third parties. You can claim anything up to a Minor Artifact for 400 cp.

Legendary Tomes (400cp)
There are a number of legendary spellbooks, tomes, grimoires and similar, Artifacts without the "minor" in front of them. For 400cp you may pick up one of these. While it doesn't have to be a book, its function should put it in the same concept space as the above.

The tome will be strangely loyal, if it's an artifact that would normally turn on you, destroy you, or leave you. But if it has such properties, it will vanish from time to time to get into mischief. Never when you REALLY need it, but it can cause you problems. Examples include things like the Codex of Infinite Planes, the Book of Infinite Spells, The Books of the Damned, The Book of Vile Darkness, the Book of Exalted Deeds, Death Rock, and similar.

Guildhall Chapterhouse (600cp)
It's not clear how you arranged this or why (or maybe it is, depending on the perks you bought), but a Guildhouse has been passed into your keeping. The size of a modern university, the Chapterhouse has one of the lesser Intelligences that descended acting to manage it, and a dozen Sunken Liches associated with it, and somewhere around fifty lesser members divided among Death-Touched and Living Dead. All of whom are remarkably sane, considering they're liches and/or soon-to-be-liches.

You have overall command of the Chapterhouse, but liches are independent sorts, and you don't really have overall control of them. They'll work towards their interests, then the Chapterhouse's. The Intelligence is effectively a Demigod of the Arcane, but it isn't your servant. It's there to defend the Chapterhouse, to manage it, and to guide it in your absence.

That said, the Chapterhouse produces a great deal of wealth and resources, and while you don't have unlimited control of its goals, you do have broad control. You can put up rewards to herd your members, or divert resources towards yourself, or give general goals and guidelines in line with what a Chapterhouse should do.

You may merge it with another of your properties, or attach it to one. The Chapterhouse will generate portals to the outside world if the property you attach it to would be completely unavailable. If you merge it with **Tower of Sorcerae**, the whole Chapterhouse will gain all the benefits of the Tower, but the Intelligence will also count as an owner, though it will direct much of its own resources towards the tower's growth. If you have **Moving Locations**, the number of portals will grow by an order of magnitude, but the Intelligence will also have control over the Keys alongside you. It will direct its influence to establishing footholds in many different cities and locations. If you have **Floating Isle**, it will grow much larger, big enough to have a surrounding city and enough farms to feed the living population, at least as long as magic is used to help. The number of elementals will grow into the dozens, enough to keep the air breathable at heights greater than the tallest mountain. You also gain earth and water elementals to manage the land, and fire elementals to keep the island heated while at high altitude, and protect the island from damage.

You'll leave the Guildhall behind at the end of each jump, the Intelligence gaining ownership of it, but a new intelligence born of the Arcane will spark into existence in each new jump, founding a new Guildhall for you, and quickly gathering a starting seed of members from the local groups, much like what you had at the beginning. They'll practice the local arts, instead of DnD magic, with the Arcana twisting to support those powers instead. An echo of any growth you managed will be added to the base seed your guildhalls start at, and any improvements or personal investments you made will be completely duplicated.

You will seed the Guild of Wizards through the multiverse behind you. May the fires of existence never go out.

Companions

Old Friends (50-200 cp)
The curse of undeath claims those you know. Import in an old companion with 600cp for 50cp, or eight companions for 200cp. Companions can take drawbacks that only affect themselves.

New Servants (50-200 cp)
Alternatively, craft new allies to fill out your ranks at the same rates as the Old Friends option, gaining the same stipend.

Strange Allies (100 cp each)
For 100cp you may buy a pass to recruit an ally that you meet in the world. They have to agree to come with you, but by buying this you guarantee that you'll run into interesting people who would like in on this whole jumping business.

Jumper's Guildhouse (500 cp)
Eight not enough? Do you have more companions that you want to introduce to the glory of lichdom? For 500cp total you may import as many companions as you have, working the same as with the Old Friends option.

Drawbacks

Needs a lot more drawbacks, honestly. I've made plenty of perks to tempt people with.

The End of All Things (Endjump Challenge)
The Void couldn't just… enter our reality. It drank the top of the Spectral, drinking down the possibilities of infinity, but it slowed when it reached more defined places. By the time it reached the Material Plane it was down to infecting petty undead creatures that hide from light and life with the splinters of the splinters of the splinters of a splinter of its essence.

But your entry has ripped open a new hole, and The Void has started tearing its way into reality. During your first year petty but true incarnations of the Void will begin emerging into reality - terrible demigods of unmaking. One or two descending a month. During the second year, this rate will double, and lesser deities will start descending at a rate of one or two a month. During the third year, the earlier invasions will double, and intermediate deities will begin descending. The fourth year will see the earlier invasions double again, and greater deities will come.

Starting on the fifth year, Overdeities will begin assaulting reality. On the fifth year, it will only be one every six months, growing my one each year. On your last year here, you will face six Overdeities, 1,152 greater deities, 2,304 intermediate deities, 4,608 lesser deities, and 9,216 demigods. Assuming you killed all the pervious invaders. Though if you didn't, you're probably screwed anyways.

While it stops at 'Overdeity,' each Overdeity is significantly stronger then the one before it.

One mercy. Even if you chose **Weathering the ages**, no more descent will happen after your tenth year. In fact, if you stopped it, the Void will have exhausted so much strength that its beachhead will wither and die.

While it's a stagnant and entropic place, the universe that is the body of the Void is also an ancient one, and more advanced in many ways then this one. With each deity destroyed you have allowed the pieces of the corpse universe to enter back into a living cycle, opening up new possibilities in this one. And for each, you were rewarded with a splinter of the transcendent. With the death of the final Void God, those splinters flare… and you Spark.

Not only do you become a master of Sorcerae and Wizardry, gaining all the 400 and 600 perks, but your mastery of magic and the Arcane swells to impossible heights, with your command of Sorcerae and all other reality shaping and magic growing through tetration. You gain the power the Intelligences of the Arcane lost - to dream a universe into being over eons. Maybe you're not a god. The Guild of Wizards doesn't really care about gods. But you ascend into what every wizard wishes he was in his heart of hearts.

Weathering the ages (+100 cp)

The Void nibbles at the world. The Arcana has descended, searching for allies against the coming darkness. The Decay mindlessly chews away. The Light is vigilant. There are many players here, and their games are long and involved. Ten measly years lets you easily escape notice. No more, now you must survive here longer, with all the increased risk that brings.

Every time you take this, double your time here, a maximum of seven times, but this last doubling caps your stay at 1000 years.

Stop Helping (+100 cp)
Just because someone is on your side, doesn't make them on your side. You have an annoying tendency for people who are nominally 'your team' to get in your way. Maybe you're one of the more independent Liches? Well you're going to be running into a lot of Kethak patriots who find you suspicious. Fight them, and you'll find yourself against both sides in this war. But keeping things peaceful will be more complicated than it should be.

Enemies abound (+100 cp)
The side 'against' you has an annoying tendency to get tangled in whatever you try to do. If you're working with the Magisters to infiltrate a city's Mage Guild, well your next door neighbor will be a Void Cultist. If you start building influence through the banking and financial centers of the world, well it seems some Black Bloods are doing the same.

You don't have to fight them. In fact, doing so may very well escalate the situation beyond what you could reasonably expect. But they'll probably be happy to fight you if they discover you.

Strange Corners (+100 cp)
There are a lot more strange and threatening little cults and nameless forces in the world. You're much more likely to run into eldritch things that you have no idea about, that operate on rules you don't know or understand. This raises the max threat level only a bit, but makes the world somewhat more dangerous on average, and in ways that you won't be able to predict until you run into them.

Person of Interest (+100/200/300 cp).
Normally, when you enter a jump you insert flawlessly, whether as a Drop-In or as someone with a pre-existing identity and, unless you go out of your way to demonstrate abilities that are not native to the world and you aren't able to explain them, you can easily pass as a native yourself. This is no longer the case though.

For 100 CP, people seem to catch on that something is... off about you. Perhaps it's how the madness of Arcane overuse seems to slide off instead of sundering your mind, perhaps you are demonstrating substantially more power/competence than expected from a person in your position. Whatever it is, it will make you more noticeable to people.
This doesn't affect the average 'random Joe', but people who are competent or in the know? They WILL notice, and while they won't draw the wrong conclusions, such as you being a Void

Cultist because you used an ability that utterly annihilates something, it will nonetheless make things complicated.

For 200 CP however, besides the previously mentioned complications, the various organizations have noticed your arrival. Not you, per se, but rather that an event happened that came completely out of the blue. This also removes the previously mentioned 'protection' of people drawing the wrong conclusions, though it doesn't force them to make the wrong ones either.

For 300 CP though... Did I say that they didn't notice you? Turns out that they did and now you are on EVERYONE'S watch-list as a person of interest. The majority of them will do nothing, some might poke, some might prod, and some... will push. At the very least you can expect to have an interesting time.

Planar Politics (+100/200/400 cp)
The Arcane claims to have made the Multiverse, but so do a lot of other people, and all of them can make a decent case for it. Whatever timey wimey ball of nonsense happened at the beginning left a lot of cosmic beings feeling entitled, and everyone has their pet causes and issues. None of them feel that the Arcane or the Void deserve special attention compared to their own issues, but the Arcane is at least a significant enough player to get attention.

Now plenty of extraplanar forces feel like messing with you, the Arcane, and the Void. They'll aggressively use you for their own pet causes, or oppose you for reasons of prejudice. Expect the City of Brass to set their enemies against you, the Nine Hells to set you as priority for corruption, and the Infinite Abyss to use its armies to help the Void, and Angelic forces to be quick to fight you for your undead nature.

For 100cp, these forces might not take The Guild of Wizards claims of a cosmic threat from the Void seriously, seeing it as some personal grudge between alien cosmic forces, but they aren't dumb and can learn. You'll still get involved in planar hijinks that are, frankly, dumb in the face of annihilation. As a being of Necromancy, people will automatically associate you with the darker sorts, and while it's not impossible to ally with positive forces, it will be much harder than it should be.

For 200 cp, the Void either finds strong allies among some of the nastiest sort, or people just won't take the battle between the Arcane and the Void seriously until the Voids hurt them badly, personally. It could pull Elysium from the Wheel, and while the Gods directly associated with the Blessed Fields would then take it seriously, the forces of the Seven Heavens would still dismiss it.

For 400 cp, you get both issues.

What Goes Bump In the Night (+100 CP, forbidden to Umbral Liches)

You have night blindness, making it hard for you to make out anything once the sun sets and twilight begins. Lanterns seem less bright, candles might as well not be lit for all the good they do: even any light-based magic you may possess is only somewhat effective at dealing with this blindness - treat all magical light effects as providing half their usual illumination for you. (They still have their usual effects for others.) Let's hope the undead don't stay up past their bedtimes.

Take a side (+100, or +300)
Now you have to. As a Lich, you are bound to forces of Creation, forces opposing The Void, but that doesn't mean that you have to work for them with any particular vigor. Or you might try to privately serve your personal interest without care for the bigger picture.. Now this option is closed to you.

On taking this, you must side with Kethak or The Void, and honestly pursue the goals of furthering your side and thwarting the other. You become driven for your cause. This doesn't mean you'll throw your life away for nothing, but you're motivated enough to risk your life for enough of a reward.

This is only an +100 cp drawback if you side with Kethak, as you easily fit in, and it's an organization built to work with you. You already have most of the people against you who will be against you for taking this side.

This is +300 cp if you side with Darkness. The Dark sees you as something to eat and will never stop trying to drink your soul. The Guild of Wizards is an organized, powerful, intelligent group with no tolerance for truly rogue Liches. It's hard to find someone who will honestly help and support you, or give you shelter. Truly, you have invited destruction upon yourself.

Something is off about this... (+200 CP, Arcane-Touched only)
But you can't tell exactly what, at least not if you take this drawback. Think of it as 'selective' amnesia: You can still remember the general outline of things, if you have knowledge of d20/D&D/etc., but the details are lost to you. Small, unimportant details like the two cosmic forces stalemating one another, with the fate of the world hanging in the balance. You'll need to find evidence that something is amiss before you start entertaining the idea that some things aren't what you expected them to be. Then you'll have to start unraveling the whole mess ("Wait, could those crazies have a point about this void or is it just typical doomsday talk?"). No, your powers aren't enough evidence or even an indication, you'll somehow justify them until you stumble upon said evidence. Hope you're quick on the uptake.

Taking this drawback restricts you to starting on the Material, with no connections to the greater organizations or powers of the setting.

No support (+200 cp)

When an organization assigns a goal to someone, they usually allow access to their assets and/or provide support. For some peculiar reason, this isn't the case with you and the 'side' you are working for however. You might be tasked with trekking across a desert in order to capture a fugitive and yet you would receive nothing more than a simple canteen. A SINGLE mundane water canteen, that is. You can forget about funds, housing, mercenaries, auxiliary personnel or anything of the short. In short, bring your own or you won't have anything at all.
If you stay independent, you will find that all of your assets that you don't have a direct overview lag behind. Requisition orders lost or delayed, reports getting stalled by bureaucracy, etc. You want something done right, you better go do it yourself.

Proper Quest (+200 cp)
Shortly after starting this jump, you'll find yourself on a proper Quest, a series of events that start out "level appropriate" for a "10th level party", and steadily escalate into the Epic. The fate of things you will actually care about will be in the balance, and the conclusion will be earthshaking, one way or the other.

Where did my gold go? (+200 cp)
Because it certainly isn't here! Nor is there anything else really, at least nothing you would have gotten simply for showing up. Simply put, you lose the 500 CP item stipend.

Things that Man was not meant to know (+200 cp)
Did you know Call of Cthulhu has a d20 port? Now the mythos is coming to a place near you. Though don't depend on your stat block lore to predict them, the mythos has come in a great number of different forms over the years. The real 'gods' largely won't rise, or descend, or whatever, without serious bad luck. Or good luck depending how you look at it. But it greatly increases the general horribleness of the world with things that are hostile to you, whatever side you're on.

> **Strange Aeons** (+200 cp)
> Did I say luck for them to wake up? I meant to stay asleep. Terribly things stir and it will require you to be on the ball to keep them from waking fully.

Other Evils (+200 cp)
This is a lot like the above drawback, only for Elder Evils. Elder Evil cults, fragments, and influences will abound, but the actual Evils won't awaken/descend/break free. Probably. Unless you do something. Probably. Not necessarily the Elder Evils you're familiar with, or they might be strangely changed. Because you signed up for this kind of drawback.

> **Portents of the End** (+200 cp)
> This is another drawback, strangely similar to another drawback. Yeah, they're waking, being summoned, being freed, whatever. You don't know which ones. It's time to fight to hold back the end, one more day.

Unnecessarily Sinister (+200/300 CP)

You intend to overthrow the evil necromancer using the power of orphans' hearts? Why?!... oh, you mean that you're leading an army of orphans to crusade against the necromancer. Why did you phrase it like that? For 200 CP, you come off as creepy even when you're trying to act normal: poor choices of phrasing, leering and looming when you mean to smile, and so forth.

For 300 CP, you really *are* that creepy. Even when there's an easier, less morbid way to achieve your goals, you tend to find the methods which are more convoluted and at least somewhat morally objectionable. Even if you've signed up to work for Team Evil, expect to have some of your allies bothered... by your lack of efficiency, if nothing else.

Only hard work pays (+200/400 cp)
Isn't it unfair that everyone else has to work their craft and hone their skills to perfection, while others simply grow better by simply, well, being them? Luckily enough, this is no longer the case. For 200 CP, you don't get access to the two lesser keys in the Arcana section for free, though you do get any other freebies depending on your choices.

Alternatively, also for 200 CP, you lose access to the stipend in the Arcana section.

Lastly, for 400 CP, you can lose access to both. I hope it was worth it.

Nemesis (+100/300/600 CP)
You need worthy opponents! Or at least mildly inconveniencing ones? For 100 CP you tend to stumble upon them here and there, generally when you have conflicting goals. They aren't aiming to kill you or anything, it's simply a conflict of interests, even if you might be on the same side (or not). They are very competent and have substantial backing, though you might eclipse them depending on what you pick here and/or what you have from previous jumps.

For 300 CP they are now aiming to kill you. Destroying you is a priority of theirs, albeit not the only one. They also scale up to your general 'level' of power, at least as far as purchases from this jump are concerned.

For 600 CP you get the Ultra Badass edition. This one scales up to your 'level' of power and has the singular purpose of completely and utterly annihilating you. If you have substantial power, a battle between the two of you could easily turn apocalyptic.

On the bright side, if you manage to convince them to let it go you may take them as a companion free of charge. This isn't an option for the last tier, obviously.

Going Solo (+300cp)
The Lich Orders are the basic organization which the city of Kethak uses to organize its members. Somehow, you've never managed to join in though. Maybe you don't fit, maybe you've offended everyone. You lose your free Major Order, and may not join one during your ten

years here, denying you all access to Major Arcana as well as the unique gifts and abilities of the orders.

This will generally speaking be held against you, quite hard as you advance further. Though this aspect isn't drawback enforced, if you have a way of avoiding it.

Void Target (+300 cp)
You have drawn the gaze of that which lies beyond the boundaries of creation, a force that seeks to consume the universe itself, and those that Dreamt it into being. It can't directly reach into reality to get you, but its agents will always be searching, seeking you out. It wishes to subvert you, and will only settle for consuming you if that fails, but either fate ends your chain. While it hunts all Arcane Liches, it has seen a glimpse of you, and the resources it puts towards claiming you is truly frightening.

Times of Trouble (+300 cp, or 0 cp)
Is it a bad time to have come over?
Yes. Yes it was.
This setting is sort of bare bones because it's incomplete. So instead, you get to graft it onto a more complete setting. During a really bad time period. Times of Troubles, Spellplague, or something worse. Whatever it is, it's going to cause a lot of chaos. Unpredictable chaos, with the new players in the mix. Chaos that will spill over and create danger and uncertainty basically everywhere.
Alternatively, you can graft this to another setting in a more normal time period, but you don't get any points for it, it's just a toggle.
This can allow this jump to act as a Supplement for another jump set in a Dungeons and Dragons world, or something very similar to a Dungeons and Dragons world. The CP for both jumps is kept separate.

While this can be used with the other Lords of the Night jumps, you must be Touched by the Arcane - how a vampire Embraced a Lich might make an interesting story, but a Lich Vampire is just silly. I can't make a similar rule about other jumps you might use this with, since I don't know what you're going to combine this with, but still…

Fanwank responsibly.

Only Inhuman (+300 cp)
Requisite power/item/warehouse lockup drawback is required.

You're gonna die! Edition (+400 CP)
All those previous drawbacks that boost the 'difficulty' of the setting by introducing stuff such as Elder Evils (or at least their portents)? This leaves them in the dust. Specifically, the difference between the setting's difficulty before and after is equivalent to the difference between an

average action game and Dark Souls. This is going to be hilarious, at least if you enjoy black humor at your expense...

Arcane Madness (+600 cp)
You do have the normal weakness to overusing the Arcane and the inexorable advance of insanity as you pass through the Lich States. You cannot reverse your progression into Arcane madness by any means, only slow it by avoiding the use of the Arcane. You don't get **A Memory Of The Face Of Creation** until after the jump ends, and any other protection you have that would protects against madness fails. If you go so utterly mad that you're completely disconnected from reality, your identity washed away under a tide of insanity? That's the end of your chain. You are restored and sent home.

Conclusion

You've fought the fight against the greatest enemy of all, for the only cause actually worth fighting for. The future beckons. It holds infinite possibilities, but bound by causality you can only grasp one of them.

Go Home: You've journeyed through many strange dreams, and are ready for more familiar ones. Go home with our blessing, and take another 1000cp of wonders with you.

Stay: Does the battle continue, or has it come to an end? Regardless, there are still things to do, to grasp, to learn… battles yet undone. You'll stay here. Your affairs back home are quietly cleaned up. Take another 1000cp for your loyalty.

Go On: Could there have even been another choice? Infinity beckons. Right yourself upon and through the endless possibilities of eternity.

Endnotes

Lords of the Night was a d20 gameline during the early years of the Open Game License movement. It was going to be a series of horror themed supplements and it was going to have an "opposite line" of Powers of Light. It was generally well received. However after the first three books were released, the line died for no obvious reason.

You can get it here -

https://www.drivethrurpg.com/product/2922/The-Lords-of-the-Night-Liches

The Ritual of Arcane Transference is an unusually easy path to lichdom if you've found it. You can become Death Touched at level 1, Living Dead at level 5, and a Sunken Lich at level 9. The Arcane Touched background could be either Death Touched or Living Dead, so I'm assuming something around level 3 for it.

Advancement as an Arcane Lich can either be done naturally over time or via a set of rituals. Mechanically advancing from sunken lich (the first stage of true undeath) to necrotic lich takes however long it would take for your race to normally live a full life (so usually between 80 and 100 years for a human), from necrotic to skeletal would take about two to five times that much, and from skeletal to spectral would take between five hundred to two thousand years (though

you don't need to worry about that, as you stop at skeletal thanks to the Better Than You perk so you can avoid the inherent downsides to being a Spectral Lich). However, there are rituals that can speed this up. Mechanically you could advance to Sunken Lich (the first truly undead state) at 9th, Necrotic at 11th, Skeletal at 13th, and Spectral at 17th. Normally advancing via rituals instead of the normal slow path would risk insanity, however unless you take the Arcane Madness drawback you are immune to that downside.

Your Arcane Stat tells you how much Arcane energy you can hold. All costs are in temporary Arcane, rather than reducing the stat itself, except for the umbral lich's umbral companion, who does cost a permanent point the first time it's summoned. Not that the normal canon version is worth it, but whatever.

You basically trade in your Constitution attribute for Arcane, with a bonus for each State you progress through. The bonuses stack, instead of overlap.

The progression is +1/+2/+3/+4/+5/+10.

You trade constitution at the rate of 2/4/all. So a new Death-Touched will have 3 Arcane, two from losing Con, one as a bonus.

You can spend your attribute points gained from raising your level on Arcane, just like any other attribute. There are also feats a lich can buy that increase it. The more advanced your Arcane State, the better feats you have available. Liches can also increase their intelligence with feats.

Recovery of Arcane is… really slow.

Intelligence Score	Arcane Recovery
<15	1 every week
16-17	1 every 2 days
18-19	1 every 24 hours
20-23	2 every 24 hours
24-27	3 every 24 hours
28-29	4 every 24 hours
30	+5 every 24 hours

35	+6 every 24 hours

Necrotic Liches regain an extra point each day. Skeletal Liches regain 2 extra points a day. Spectral Liches regain 3 extra points each day.

When I was writing up costs, Trivial meant 1 point of Arcane. Small 2. Modest meant 3. Large was 5-6.

Generally speaking, most Arcane energy is supposed to be harvested. There's wellsprings of the stuff, the burning embers of creation that haven't yet been claimed by the Void. Fighting over and guarding them is supposed to be a major part of the war against the Void.

For the still living who traded part of their life for the Arcana -

You can be turned or commanded as an undead, though not destroyed. All spells that affect undead affect you. All of this has a 25% failure chance, as you're still living.

You heal slower, and are harder to wake.

Several perks here give you virtual Gestalt Slots. You can buy several of these perks, they all generate their own Gestalt Slot. Some of them give prestige classes instead of normal classes. Ignore entry requirements. You can choose alternate class features and the like if you feel like it.

A number of effects peg themselves to your arcane spellcasting levels, but honestly the description of The Arcane sounds as much like a psionic force as anything. As such, I'm ruling that advancements tied to arcane caster levels (to whatever extent something like "Levels" actually exists in your chain) also plays well with psionics. And Shadowcasters, because it thematically feels like it should. And Artificers, because that fits super well. Likewise Arcana that work on magic will also work on psionics, invocations, and mysteries.

No to Binders, that's not the same thing. Not taking a stance on Truenamers, because that stuff is broken.

Yes on Archivist. It's not suppose to work with divine casters, but archivist are more students of the lore of the divine, harnessing it like a wizard, rather than supplicants to a divine power. They feel like they should fit, and so I rule they do.

While epic spells count as tenth level spells, that's a bit too easy and cute for Sorcerae. You can perform freeform reality warping on the level of epic spells with Sorcerae, but the difficulty and cost will continue to scale up with the effect, rather then just staying at 'tenth level.'

Better Than You is here to cut a particular knot. Liches go Death Touched -> Living Dead -> Sunken Lich -> Necrotic Lich -> Skeletal Lich -> Spectral Lich. Spectral Liches though are a bit of a problem. They're Outsiders native to the Spectral Plane, which is basically the Elemental Plane of Arcane. Like many Outsiders, they can only really die on their own plane. On the other hand, they have a host of disadvantages, and lose their Phylactery.

Honestly, sticking the thing in your warehouse is safe enough. Switching it over to 'have to be killed here' is both a side and downgrade. So I'm just ruling you don't advance to Spectral, but you do get many of the powers of the next advancement above your own, so you'll have most of that as a Skeletal Lich.

Life Grows at about 2 constitution a year. You can tithe away all that growth, or only part of it, or none of it. Do what you feel like with it, along with any other constitution growth from other sources. Also I'm exaggerating about how all of a lich's growth is behind it. It works for the blurb, you don't have to tell me I'm wrong.

If you have multiple of the 400cp Sorcerae enhancers, and multiple enhancers would be relevant to a single working, they will work synergistically to make it much easier and cheaper. For instance, if you have Creator and Fear to Tread, creating a permanent portal would be super easy.

A good roll on a Sorcerae roll means it costs less Arcane, and that the effect happens without trouble. There's an old rule in Deities and Demigods that a natural 20 counts as a thirty. So the perks that give you 'like a natural 20' basically means that the abilities cost less to use, and you can achieve effects that you shouldn't be quite capable of.

A number of perks grant you free metamagic. That metamagic will work with magic from other systems, or even epic spells. It won't let you apply metamagic in general in such a way, just the metamagic from those perks.

The Frost Liches were basically Warlocks before there were warlocks. I've just rewritten their Arcana to work with Eldritch blast because that's just… better. The Arcana upgrades the 'base dice' you use, starting at third, like so -
1d8->2d4->1d10->1d12

With each Arcana spent adding another 'die.'

Cast Back basically says you get three feats related to turning or rebuking undead every time you level up.

Dark Darker Yet Darker grants your minions the pseudonatural template. There are two versions of that template. You get the weaker one.

Lord Of Dreams basically replaces your Spells with Mysteries, like with a shadowcaster. Your spells are basically fully mastered Mysteries, only you can replace them when you prepare spells. Effectively this means your spell casting counts as a supernatural ability, which renders them largely immune to most anti-caster strategies, though not to blanket effects such as anti-magic (unless you are enhancing your spells with the Arcane, of course). All the feats and perks that enhance your spells or magic still work normally.

When **Master Of Magics** is talking about your accomplishments as a wizard, it's saying caster level. Your caster level (or the equivalent in future worlds) is four times as great, and you can prepare spells like a wizard (or the equivalent in future worlds) ten levels higher than you are. When it's talking about 'major accomplishments,' it means levels. You get another Improved Spell Capacity every three levels. **Within Eternities Memory** gives you the greatest flexibility, but you can fail to cast, and the more powerful the thing you're trying to do, the more likely to fail. **Lord of Dreams** gives you a lot of flexibility, and makes using magic easier for you, and harder for other people to stop. **Master of Magic** does even less to expand your flexibility, but massively empowers your magic. Tyrant of Ashes simply turns every piece of damaging magic into a mini cataclysm. Or not so mini.

For **Tyrant of Ashes**, remember that Epic Spells count as 10th level spells, so it would cost 4 Arcane to use one paying for it from Arcane. A Warlock's Blast is a valid target for Tyrant of Ashes, though it won't enhance the duration. Free super attacks are powerful enough already.

Credit to Zentari2238, Brellin, and heridfel