Weekly Wonders

Raimznt

of the Lich King

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ROLEPLAYING GAME COMPATIBLE

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Raiment of the Lich King

Little is known of the origins of the terrible lich king Veloch, though it can be supposed he was once an evil wizard of exceptional talents. Legends regarding the wicked undead lord are as countless as they are obscure and fragmented, making real knowledge of Veloch a difficult thing to come by. Credited by some as the first lich, Veloch was certainly the first to rise to any level of prominence. His empire once stretched great distances in the frozen reaches of the world. These lands were once more pleasant, but his influence stunted all life there, and the withered land is plagued by inhospitality even now. From his throne in his dread fortress of Ghaeridor, surrounded by tall mountains and frozen wastes, he ushered in a new age of darkness, both literal and figurative, for a time plunging the very lands under his dominion into eternal twilight and terrorizing the world with his cruel and ambitious conquests. His own people suffered untold miseries as he experimented with the nature of souls and animating magics. According to legend, his armies consisted of thousands upon thousands of undead terrors, animated skeletons and cadavers supported by enslaved souls of those whose bodies were pressed into his service.

Veloch ruled unchecked for 250 years, taking vast tributes in slaves and artifacts of magical significance. It is his passion for artifacts and objects of power that remains his strongest legacy, and the only remaining point of interest. For even the great power of Veloch was, as he knew, not absolute. He wished to have the might to reign uncontested for all eternity, and so he used all his skill and knowledge to create seven items of incredible power, which enhanced Veloch's natural gifts and gave him strength such that no mortal hand could match his. During this time, it seemed that Veloch would surely come to dominate the entire world, enslaving all peoples until the end of time. As the moments of doom came ever closer, the scattered and desperate heroes of the world banded together to make a final resistance against Veloch's march towards cruel and unending conquest. Armies were raised, and wizards and priests by the thousands lent their might to confront Veloch's terrible force. The slaughter was unimaginable, but things seemed to be turning against Veloch's horde, until the lich king himself took the field. His magic was unlike anything else, and with his enchanted objects concentrating more of his energies, he seemed unstoppable. For many, hope died in the hour after Veloch took the field, and those that he struck down began to rise up from the dead, bound to his service by his profane energies. In the critical moment, however, the greatest heroes of the day having discovered the secrets of Veloch's immortality, destroyed the iron box in which he hid his soul, and with a final concerted effort, in which several of the mightiest champions of goodness fell Veloch was struck down once and for all.

So terrible was the memory of Veloch's reign and his brutal wars, that, as the magically wrought darkness began to dissipate and the dead finally returned to their rest, all mention of his name was struck from history, records were burned, and his name was outlawed to be spoken in public, leaving only whispers and rumors to tell his tale. Still, he left behind two important legacies that could not be erased. Firstly, he recorded the secret to sealing the soul and the profane rituals needed to obtain lichdom. Secondly, he left behind seven enchanted items of great power, in which he instilled his essence. Following the battle, the seven objects were divided among the surviving heroes who stood against him. No agreement could be reached amongst the heroes as to what should be done with the *raiment of the lich king*: some wished to destroy them, and others to use them. Soon enough, the alliance was broken, and like the formerly united heroes, the items were separated, each traveling its own obscure path. Through the conspiracy of coincidence, the knowledge that the items survived eventually became known, and ever since, the desire for the power they offered has sent adventurers and treasure hunters to pursue them. At times, one or more of the items have passed into the hands of one hero or another, while others remain in their original places. Still, never have the items all been recovered and united since the time of Veloch's death.

It was only through luck that, nearly a thousand years after Veloch's death, someone united several of the items and observed that Veloch's energies are cooperative, and that the items grant the bearer more of his power when they are joined. To this end, adventurers, villains, and wouldbe tyrants have long sought to recover Veloch's raiment to gain his power. Meanwhile, those fearful of the return of such a tyrant have struggled to find a way to destroy the items, which resist typical means of destruction, or to better keep them safe.

Now that you know these items remain, that Veloch's hand still lies over the world and his power still slumbers, hidden away in seven sacred items, the question before you is: what will you do? Why will you seek them out? The answer is yours alone to decide. Whatever your choice, great adventure awaits you if you seek the seven. Do you have what it takes to succeed where all before you have failed? Will you end the scourge of evil's wrath, or take up the mantle of the lich king and wield his power for your own?

The Raiment of the Lich King

The *raiment of the lich king* consists of seven magical objects, enchanted and infused with his ancient and incredible power in a dark time, lost to history.

Effects of Multiple Objects

Each of the seven items has some magic on its own, but as they are reunited, they confer additional power upon those who possess them. Regardless of which of the pieces of the raiment are possessed, a character that possesses more than one piece of the raiment gains greater powers than any of the items could offer individually, as described below.

Two objects: The possessor of 2 or more objects of the *raiment of the lich king* gains a +2 profane bonus to the ability score of her choice. When the possessor has all seven items, she gains a +4 profane bonus to the 3 ability scores of her choice.

Three objects: The possessor of 3 or more objects of the *raiment of the lich king* gains a +1 profane bonus to all saving throws. When the possessor has all seven items, this profane bonus increases to +5.

Four objects: The possessor of 4 or more objects of the *raiment of the lich king* can cast *command undead* and *create undead* as a spell-like ability once per day, with a caster level

equal to her character level. The saving throw DC is based on the possessor's highest mental ability score. When the possessor has all seven items, she may use *command undead* as a spell-like ability at will, and can cast *create undead* as a spell-like ability 3 times per day.

Five objects: The possessor of 5 or more objects of the *raiment of the lich king* gains DR 15/good. When the possessor has seven items, this DR increases to 15/epic.

Six objects: The possessor of 6 or more objects of the *raiment of the lich king* gains spell resistance equal to 10 + her level. When the possessor has all seven items, this spell resistance increases to 15 + her level.

Seven objects: The possessor of all 7 objects of the *raiment* of the lich king gains a +5 bonus to her caster level.

Amulet of the Forsaken

A simple ruby amulet, this magical relic would not be out of place at any jewelry store, except that the gem glows a haunting crimson when the amulet is donned. The amulet protects those that wear it from death and destruction.

The amulet of the forsaken was hurled into the sea after Veloch's demise, where it was recovered by a marid sorcerer named Kiesha (female noble marid sorcerer 8), who has enjoyed the amulet's magical powers, but for reasons of her own doesn't want to bring it with her when she returns to her home plane. She is currently looking for a worthy inheritor, but so far she has grown distrustful and murdered anyone that might have proved worthy.

Boots of Ruin

Heavy iron plated boots with cruel looking barbs and hooks curling up from their sides, these boots produce a poisonous smoke that the wearer can walk upon, and which leaves the dead in their wake.

The boots of ruin, functional only in a pair, rest currently in two separate places; one can be found in the Monastery of Black Wind, located in the heart of a treacherous swamp infested with many hazardous beasts, including constrictor snakes, dire alligators, and, if the rumors are to be believed, a mighty froghemoth. The monastery itself is home to monks of the wicked Order of the Black Wind, devoted to the pursuit of power for selfish reasons, who hire out their skills as assassins. Their leader, Vale Tinen (female monk 10 assassin 2), has no special attachment to the singular boot, though would pay handsomely for the return of the other one, which was stolen from them many years ago. The second boot has been bouncing around various thieves' guilds since it was stolen, and stealing it is considered to be something of a rite of passage for aspiring master thieves. It was recently acquired by the thief Cat Nibbler (female gnome rogue 3), who is planning to auction it off soon, along with other goods.



Cloak of Darkness

A jet-black cloak said to be wrought from pure darkness, the cloak seems intangible and feels like a frozen haze to the touch. The cloak constantly surrounds the wearer in darkness, and confers the power of sight within darkness of any kind. Additionally, a character wearing the cloak can become one with magical darkness, temporarily disappearing from reality.

For a long time, the *cloak of darkness* was held as a relic by the Barsara family, and was kept in their country estates as a display of their power. However, the cloak was among the things plundered by a group of fire giants in a raid nearly 100 years ago. While the Barsaras have been fighting on and off with the giants for almost a century in vengeance for the act, the cloak remains securely in the giant stronghold of High Furnace on the slope of a volcanic mountain. The stronghold boasts 30 fire giant defenders, including the berserker Hersia (female fire giant barbarian 4), who wears the cloak into battle.

Crown of Supreme Rulership

This shining platinum crown has seven points, each topped with a black sapphire. The *crown of supreme rulership* confers the power to rule in addition to the authority to do so, allowing the wearer to enslave others with magical energy.

The crown was considered among the most dangerous of the lich king's possessions and was taken by a paladin to destroy. However, the paladin's magic was not sufficient to destroy the crown, so instead he buried it on a distant and remote mountain, then built a temple to light and philosophical good atop the site of the buried crown. The crown still rests at the foot of the ruin today, buried underneath the floor. Though the shrine has long been abandoned by worshipers, the crown's dark magic has attracted all forms of vile and wicked monsters.

Hands of Doom

A pair of silvery chain link gauntlets that seem to be part of another world, the *hands of doom* fill those touched by them with visions of despair and damnation.

The gloves are thought by some to be the least of the wondrous treasures of Veloch, though they were among the lich's most deadly weapons. Though once in the possession of the wizard Cativious, the gloves were lost when he was ambushed by a large gang of goblins. The gloves now lie somewhere in the warrens of the Lost Tooth goblin tribe. These warrens are well defended by traps and over 60 goblins, renowned among their kind for being exceptional archers. Their chief, a shaman called Rigilroll (male goblin shaman 6), is known to be as reasonable as goblins can be, and might be willing to allow a search of his warrens in exchange for a favor or tribute.

Ring of Souls

A plain adamantine band that weighs far more than its size would indicate, this ring confers the ability to rip souls from the body, and inspired terrible fear in Veloch's enemies.

The *ring of souls* can be found in the Forgotten Cemetery, a graveyard reserved for those who died without a chosen faith. Situated at a crossroads, the cemetery was once a quiet place. Now the spirits of the dead roam free at night, stirred by the ring's magic. A half dozen terrible haunts now manifest in the graveyard, and spectral undead, including wraiths, specters, and ghosts, haunt the rarely attended and overgrown plot. The ring was buried with the body of one of these ghosts, Grunish Khan (male half-orc ghost bloodrager 14), who finds that though death has quieted his rage, he can't move on to the next life. Though it may not be easy to do so, he will talk about the ring to persuasive individuals.

Staff of Bones

Carved from the bones of a dragon that Veloch slew to gain dominion over his lands, this magical staff carried some of the dragon's own sorcerous power, and, mixed with Veloch's dark genius, allows the wielder to both strike with deadly force and cast a wide variety of necromancy spells.

After Veloch's fall, the *staff of bones* was returned to the descendants of the slain dragon, and has been in the horde of the silver dragon Norfyrin (male great wyrm silver dragon) since that time. Norfyrin is a generally good soul, and has long stood as the greatest barrier to those looking to reunite the entirety of the raiment. The dragon rarely leaves his mountain cave, except to hunt, or if some great peril befalls his land.

Destruction

The *raiment of the lich king* is bound by the dark and impregnable magics of Veloch, and as such, each piece can only be destroyed if they are all brought together in sunlight, at which point normal means of destroying a magic item can destroy them. Otherwise, nothing short of a *mage's disjunction* spell can destroy one of these items, and the chance to do so is the same as for an artifact.

Item Descriptions

The following magic items are presented in alphabetical order.

AMULET OF THE FORSAKEN PRICE 75,000 gp

Slot neck; CL 20th; Weight —

Aura overwhelming conjuration

This humble silver necklace features a large ruby, which glows with an eerie crimson light when worn around the neck.

A character wearing an *amulet of the forsaken* gains a +2 resistance bonus on all saving throws. Additionally, if the wearer dies, she begins to slowly recover. So long as the amulet is still worn, its magic preserves her life force for a short time, and she regains 1d10 hit points each round for 1d6 rounds. If, at the end of these rounds, the wearer's hit point total is at a negative amount less than its Constitution score, she comes back to life and stabilizes at her new hit point total. If the wearer's hit point total remains at a negative amount equal to or greater than her Constitution score, she remains dead. The number of rounds that the wearer recovers in this way increases by 1d6 for each piece of the *raiment of the lich king* she possesses.

Undead characters wearing this amulet are not destroyed when they reach o hit points, and instead recover 10 hit points per round until they are above o hit points. A character must wear the amulet for at least 24 hours before it takes any effect.

 Construction Requirements
 Cost 37,500 gp

 Craft Wondrous Item, contingency, resurrection

BOOTS OF RUIN

PRICE 56,000 gp

Slot feet; **CL** 20th; **Weight** 4 lbs. **Aura** overwhelming conjuration

These heavy steel boots feature wicked hooked spikes that extend from the sides, giving them a dangerous appearance.

The wearer of these boots can walk on air, as with the spell *air* walk, at will. Additionally, for up to 10 rounds each day, the wearer of these boots can create cloud of poisonous smoke in a 20 foot-radius spread centered on himself. Creatures in this radius who are level with the wearer, as well as creatures in a 20-foot-radius spread below the wearer, who begin their turn in the smoke cloud must succeed on a Fortitude save (DC = 17 + the number of items from the *raiment of the lich king* that the wearer possesses) or suffer 1d2 points of Constitution damage.

Construction Requirements Craft Wondrous Item, air walk, cloud kill

CLOAK OF DARKNESS

PRICE 28,000 gp

Cost 28,000 gp

Slot shoulders; **CL** 20th; **Weight** 1 lb. **Aura** overwhelming transmutation

This jet-black cloak feels almost insubstantial, like a gas or vapor, and seems to devour all light.

Darkness constantly extends from this cloak while it is worn, reducing the light level to darkness in a 10-foot-radius spread around the wearer. While this darkness cannot be penetrated by normal light, it is not considered to be magical darkness and can be seen through with darkvision. Additionally, any form of magical light suppresses this darkness. The wearer can also see perfectly in all forms of darkness, including magical darkness. Finally, a number of times per day equal to the number of items from the *raiment of the lich king* the wearer possesses, she can meld into darkness. This functions like the spell *meld into stone*, except that the wearer merges into magical darkness, rather than stone. While so merged, the wearer is insubstantial and cannot be affected by any effect, unless it specifically affects darkness. Otherwise, this effect functions like *meld into stone*. If the darkness is dispelled while the wearer is merged into it in this way, she is deposited back into the world in the area where she was in the darkness, and she suffers 1d6 points of damage per caster level of the effect that dispelled the darkness.

Construction RequirementsCost 14,000 gpCraft Wondrous Item, darkness, darkvision, meld into stone

CROWN OF SUPREME RULERSHIP PRICE 90,000 gp

Slot head; CL 20th; Weight 2 lbs.

Aura overwhelming enchantment

This ornate crown is made from a bright metal and capped with black sapphires.

A character wearing the *crown of supreme rulership* gains a +6 enhancement bonus to his Charisma score. Additionally, the wearer of this crown can assert his mental influence over characters more easily than he normally would be able to. Spells that normally prevent mental domination, such as *protection from evil*, do not function against spells cast by the wearer of this crown. Additionally, when making a save against a spell cast by the wearer, the target does not gain the benefit any magical bonuses that specifically protect against mind-affecting effects, such as those provided by *mind blank* or similar magic.

Construction Requirements	Cost 45,000 gp
Craft Wondrous Item, charm monster,	

HANDS OF DOOM

PRICE 20,000 gp

Slot hands; **CL** 20th; **Weight** 1 lb. **Aura** overwhelming necromancy

These gauntlets are made from bright links of silvery chains and fit comfortably on the hands.

When worn, the *hands of doom* allow the wearer to inflict a portent of doom when she touches someone. The wearer can make a touch attack with the gauntlets in order to inflict a -21 penalty on attack rolls, saving throws, and skill and ability checks on the target until the end of the wearer's next turn. In addition, this penalty is cumulative, and is triggered whenever the wearer makes a violent touch with the gauntlets, including unarmed strikes and touch spells. In the latter case, the penalties are applied before the effects of the spell.

Construction Requirements Craft Wondrous Item, doom **Cost** 10,000 gp



RING OF SOULS

PRICE 100,000 gp

Slot ring; CL 20th; Weight 5 lbs.

Aura overwhelming necromancy A simple adamantine band, this ring weighs far more than its size would suggest.

Whenever the wearer of the *ring of souls* kills a living creature, he can choose to extract its soul and place it within the ring. This functions like the spell *soul bind*, preventing the target from being returned to life. Additionally, for 24 hours after extracting a soul, the wearer can call upon the harvested energy as a standard action to gain a surge of spell power, granting an additional +3 bonus to the saving throw DC of the next spell he casts. This ability consumes soul energy and can be used once for each soul the ring has extracted in a 24-hour period.

Construction Requirements Craft Wondrous Item, soul bind

PRICE 200,000 gp

Cost 50,000 gp

STAFF OF BONES

Slot none; CL 20th; Weight — Aura overwhelming necromancy

This bone staff is made from a single piece of slightly curving dragon bone.

In addition to functioning as a +2 speed unholy quarterstaff, the staff of bones is a magical staff with 10 charges. Unlike other staves, however, the staff of bones does not have a single list of spells that it can cast from. Rather, the staff of bones can cast any necromancy spell of up to 5th level for 1 charge. If the wielder of the staff of bones can cast spells of higher than 5th level, she may use the staff to cast necromancy spells of the highest spell level she can cast by spending 2 charges from the staff. The staff of bones can likewise be recharged with any necromancy spell of 1st level or higher; if a necromancy spell of 6th level or higher is used to recharge the staff, it regains 2 charges instead of 1.

Construction RequirementsCost 100,000 gpCraft Staff, caster must know at least 10 necromancy spells

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