



Name	Lich				Race	Wraith				Loot	Black Bone w Cloth				Level	9
Body	14	Arms	14	Legs	14	R-Mana	50	Psi/PsiC	12	S/SC	12	Gold	90	XC	90	
Norm weaps have no fx on Wraiths, they may only be hit by Enchntd/Blssd														Negate Win	4	
Light Lv2(“Deflect” Great/Mass 3x/day), Heavy Lv3(“Deflect 30S” Thrown/Bow only 3x/day, BA&L+3)																
Knife Lv2(Paired), Short Sword Lv2(Paired),Long Sword Lv2 (Paired), Ball & Chain Lv2(Paired)																
Skill	Astral Form Lv3(3 Mana/Minute, Player Astral as long as they can feed the Mana cost, 9x/hr)															
Skill	Fear Lv3(Throw rice and hit Multiple Targets, “Fear 30S”, All Targets must flee for duration, 9x/hour)															
Skill	Pure Will Lv3(Self dispel any Blind, Sleep, Pain and/or Persuade, Fear and all Set On's up to 9x/hour)															
Skill	True Sight Lv3(“True Sight 9M” See Hidden (Fist over) Invisible (hand over) Astral (hand under) 9x/hr)															
Skill	Commune with the Dead Lv3(Talk to 3 dead Target for 30S each within 30S of the last, 9x/hour)															
Skill	Hone Weapon Lv3(1M with weapon, “Hone Weapon 10M”, Acts as Enchanted for 10M, 9x/hour)															
Skill	Syphon Lv3(30S touch up to 3 Dead Targets, Take Targets Racial Mana for your Mana Pool, 9x/hour)															
Spell	Cloud of Dust Lv3(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, “Cloud of Blind 9S”, all Targets hit are affected)															
Spell	Drain Lv3(CT- 9S, SS- 3, Gloves & bear hug Target for 3S, “Drain”, Target receives 6 HP of damage to Body and you receive +1/+1/+1 HP of healing)															

- Spell** Set On Life Drain Lv3(CT- 6S, SS- 2, 10'to Target, Point & eye contact, "Set On Life Drain", Target Receives 1 Body HP every 3S until helped or dead, Receive +3 Body with Targets death or you can give those +3 Body HP to Target Player by Touch within the 30S Spell Retention Time,)
- Skill** Berserk Lv3(Gloves, "Berserk", HP+3/+2/+2, Punch=1 HP, 3 Targets only, 30S exhaustion, Can 'Swallow' Rage to heal, 9x/hr, Triggers- BackStab, Shank, Last Body HP)
- Spell** Weapon of Wizardry Lv3(CT- 9S, SS- 3, Black 6"x4" with Silver symbols, "Weapon of Wizardry 30M", Weapon now 'Enchanted' & extends Touch Spells)
- Psi** Bio-Regeneration Lv3(FT-60S, Psi-S -1 for 1HP healed to Body OR -1 for 1 fully healed pair of Limbs, 60S motionless then 1 heal on self, Can be repeated multiple times with the 1M Focus Time between all heals,)
- Skill** Dominate Lv3(2 finger wave, "Dominate 5M", no anti-suicide or Anti-clan clause, allowed on PC's, 9x/hr)
- Psi** Electrokinesis Lv3(FT- 6S, Psi-S -3, Silver tennis ball, Throw at Target OR Hold in hand for up to 10S and touch Target Player, "Shock Ball", Each does 3 HP damage, Shock Ball can be held for only 10S before touching Target, OR Must have Silver Dodge ball, Throw and hit Target for 6 HP damage)
- Psi** Empower the Minds of the Dead Lv3(FT- 6S, Psi-S -3, Must have Dead Target Player, NPC Card given and understood, "Rise and Obey your Master 15M")
- Psi** Mind Bond Lv3(FT- 4S, Psi-S -2, "Instant Knowledge", Give/Take Skill from willing (or dead) Target 15M OR Transfer Skill from Target to Target 15M and you get Skill for 5M)
- Psi** Mind Leech Lv3(FT- 6S, Psi-S -3, Point at Target within 10', "Forget ____ 5M", Used only against Skills)
- Psi** Mute Lv3(FT- 2S, Psi-S -1, Throw Rice and hit Target Player in Body, "Silence 45S", Target can no longer speak, cast Spells or Prayers)
- Psi** Paralyze Lv3(FT- 2S, Psi-S -1, Rice at Target Limb, "Paralyze (Arm or Leg) 30S", 0 HP damage)

Soul Drinking Blades

Every Lich will appear with a heavily enchanted blade that will consume the souls of those it kills. This blade will always be a variety of long bladed Knife or a Short or Long Sword. This blade will always be the Lich's primary weapon. If the Lich is ever defeated, these Soul Drinkers are Lootable.

Sever Stone Lv3(Spend 30S with dead Target Player using the Soul Drinking blade to “cut open the chest to remove the stone”, “Sever Stone”, Reduces victims to an UnBonded state, 3x/hour)