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## The Society of Ethical Liches

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### Society Rules

Domin, an ancient lich, created the Society of Ethical Liches to provide fellow lichs with community and resources and to rehabilitate the species' reputation. Members who wish to join the Society meet with Domin to complete initial admission paperwork, but otherwise members typically do not meet between conventions, except in emergency situations or in cases where one member is "Soul Bonded" to another. Society members typically live in the British Isles, as the magical resources afforded by Society membership are clustered there. Such resources include ingredients for complex magic and access to libraries on Earth and in connected demiplanes.

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3. Members must attend a Society convention every hundred years and fulfill their voting obligations.

Each of the three rules has been interpreted over time to include more specifics. To comply with Rule 1, lichs are expected to kill no more than 4 humans from the start of one convention to the next, except in exceptional self-defense situations which are evaluated on a case-by-case basis. In addition, they are expected to never have power levels above 12. Third-party investigators, usually elven lawyers, check in on the Society's members at random to verify that their power levels are not abnormally high. Every member except the newly-admitted Carminis has been tested at least once over the past century. No member's power level has ever been reported as being above 12.

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Duplicate proposals will be ignored. Ahead of the convention, members are forbidden from discussing the resolutions they will put forward.

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Another lich died after being hunted down and destroyed by a mob of anti-lich human sorcerers in a rare moment when anti-lich stigma turned to open violence. After that, Domin called an impromptu meeting of the Society, and members banded together to track down the culprits, capture them without harming them, and turn them over for discipline to a widely accepted leader among human sorcerers who has a formal alliance with the Society. The Society received praise for its handling of the situation, and anti-lich stigma has been on the decline since then. Still, Society members try to store magical power carefully, so they can be prepared to fight off any such attacks.

The last two lichs were entangled in a long-running personal feud, and they were removed from the Society against their will for violating the second rule after trying to openly murder one another during a convention.

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Crescent Grove is populated by pixies, small mischievous creatures that produce pixie dust, a well-known source of magical power. Unfortunately, liches cannot use the energy of pixie dust to power their phylacteries, but they, and all competent sorcerers, can convert concrete deposits of pixie dust into abstract magical knowledge. Using pixie dust thus can provide sorcerers with temporary access to spells they cannot otherwise cast. Such spells are typically silly and harmless, but sometimes they have serious effects, either positive or negative.

Pixies often demand payment in gifts or entertainment in exchange for their dust. They especially like receiving food, money, electronic devices, and items related to the arts.

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