

IMMORTALS VS. LICHES

by

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Today I came up with what I think is a completely novel way of looking at the Immortals of the Highlander movies and the television show.

What I came up with was the idea that these Immortals are the good counterpart to evil lichs, as a very special form of free-willed, good-aligned undead. Immortality can be very well thought of as being undead, since creatures and things that are "alive" are also mortal. Undead can be destroyed, but they do not require food and drink in the sense that we do in order to exist (vampires need blood, but blood is not strictly "food and drink" and they are still undead).

I don't watch "Highlander" very often, but I get the impression that there are more Immortals of good alignment than there are of neutral (if neutral undead can exist) or of evil alignment.

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1. Immortals can be turned by priests of opposing alignment; good Immortals can be turned like paladins can be turned by evil clerics; they are considered Special Undead -- if sacred ground has some effect on them, then it stands to reason that alignment matters.
2. Acquisition of Immortality, outside of divine gift, occurs purely by freak accident, is usually sometime during the young or medium adult life of the being. But he/she/it appears no different from their mortal counterparts unless their innate abilities associated with immortality are observed to operate. More often than not they only discover this the first time they survive an accident that would have certainly killed them otherwise.
3. Immortals have:
 - a) trollish regeneration (but without trollish fire weakness)
 - b) immunity from all forms of disease (but not curses! :) and poison
 - c) immunity to natural and magical aging ("frozen in time")
 - d) Charisma becomes 1d8+10, unless the original CHA was higher.
 - e) Wisdom increases by +1 per half-century of Immortality; The actual amount of time would be the number of years from birth to middle age of the given race of the Immortal (dwarves would increase in WIS over a longer period of time than humans, for example). Refer to "Aging Effects" (PHB).
4. Evil people who eventually try to become lichs are jealous of those people who are given such a tremendous gift purely by fate, incapable of accepting their own mortal condition.

5. Thus, these liches-to-be seek to obtain Immortality, not relying on fate to grant them what they desire.

6. The Liches-to-be must use arcane and perverse rituals to become Immortals, but such a twisted abuse of the forces that give Immortals their gifts results in an imperfect imitation of the true Immortals -- lichdom. Nevertheless, those who become liches manage to become Immortals, for both types of beings are of the same basic nature.

7. In every other respect, Immortals are still typical members of their respective race, and retain their class(es) (if any). They are still as limited as to what they can do and succeed at, although they have the significant advantage of longevity where training, education, and research are concerning (an Immortal human PC who starts out with a WIS of 10 (average for humans) and lives 400 years will have an effective WIS of 18.

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I'm not likely to expand this idea very much beyond what is listed here. This is partly because I rarely watch "Highlander" -- most of what I know is from the first movie; also partly because I don't want to munchkinize what can be a very fascinating idea as a method of living forever in a game where immortality is usually allowed only to evil characters (i.e., lichdom).

To me at least, this way of looking at Immortals and Liches, seems so logical that I'm at a loss about why I haven't seen anyone else think of it before. Maybe someone has, and I just haven't discovered their version yet. But so far as I know, no one has thought of this kind of thing before.

Questions, Comments, and Smart Remarks
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