

BONE ENCHANTMENT (NECROMANCER BASE LIST)

		Area of Effect	Duration	Range
1.	Rod of Bones ^β	Bone Rod	P	Touch
2.	Skeletal Visage	Self	10 min/lv	Self
3.	Bone Rune I	1 Bone	varies	Touch
4.	Bone Casting [∞]	Casting Bones	-	Touch
5.	Bone Armor I	Self	1 min/lv	Self
6.	Bone Rune II	1 Bone	varies	Touch
7.	Talisman of Bones ^β	Bone Talisman	P	Self
8.	Bone Rune III	1 Bone	varies	Touch
9.	Bone Armor II	Self	1 min/lv	Self
10.	Bone Rune V	1 Bone	varies	Touch
11.	Bone Casting True [∞]	Casting Bones	-	Touch
12.	Bracer of Bones ^β	Bone Bracer	P	Touch
13.	Bone Rune VI	1 Bone	varies	Touch
14.	Skeletal Visage True	Self	10 min/lv	Self
15.	Bone Rune VII	1 Bone	varies	Touch
16.	Bone Armor True	Self	1 min/lv	Self
17.	Bone Rune VIII	1 Bone	varies	Touch
18.	Ring of Bones ^β	Bone Ring	P	Touch
19.	Bone Rune IX	1 Bone	varies	Touch
20.	Lord Skeletal Visage	Self	10 min/lv	Self
25.	Bone Rune X	1 Bone	varies	Touch
30.	Crown of Bones ^β	Bone Crown	P	Touch
50.	Lord Bone Rune	1 Bone	varies	Touch
75.	Lord Bone Casting [∞]	Casting Bones	-	Touch
100	Permanent Bone Rune	1 Bone	P	Touch

^β Rod, Talisman, Bracer, Ring and Crown of Bones must be crafted by the caster while the spell is being cast. Appropriate skills must be used and failure to create the item or in casting the spell will result in lost components.

[∞]The Bone Casting spells require a set of specially prepared 'Bone Runes' to be used. The caster must collect bones from different intelligent, humanoid creatures. Appropriate skills must be used to fashion the bone runes into a set of 6 to 12 small, runic pieces.

1. **Rod of Bones** (F) Allows caster to enchant a 3' rod from a bone taken from an intelligent, humanoid creature (usually a large bone such as thigh or fused vertebrae). After casting this spell (takes 8 hours) the rod becomes permanently enchanted. The Rod of Bones functions as a +1 spell adder for the caster and attacks on the club attack table and is considered a magical weapon. The caster may have only one Rod of Bones in existence at any one time.

2. **Skeletal Visage** (F) Allows caster to appear skeletal in nature. This effect confers a +5 DB bonus and creatures of animal intelligence with a 10' radius must make a resistance roll versus fear (against casters level).

3. **Bone Rune I** (F) Allows caster to inscribe a spell into the bone taken from an intelligent, humanoid creature (does not have to be specially prepared like normal rune paper). The Bone Rune can then be used to cast the inscribed spell once. Caster expends to power points to cast the inscribed spell and the power points to cast the Bone Rune spell. Bone Rune I can only inscribe 1st level spells. The bone is destroyed when used.

4. **Bone Casting** (I) Allows caster to throw his specially prepared bone runes when faced with a choice in which he has little to no information (e.g., which corridor leads outside the quickest). The GM biases rolls in the caster's favor by 25%.

5. **Bone Armor I** (F) Caster forms bony plates that cover his body. This exoskeleton provides the caster with some protection against attacks. Caster's Armor Type becomes AT 16 but the armor encumbers with a -20 Quickness penalty and -20 to movement and maneuvers.

6. **Bone Rune II** (F) As *Bone Rune I* except caster can inscribe two 1st level spells or a single 2nd level spell. Bone is not destroyed until all spells have been used.

7. **Talisman of Bones** (F) Allows caster to enchant a small bone taken from an intelligent, humanoid creature (usually a small bone such as finger or toe). The talisman is worn around the caster's neck on a chain or cord. After casting this spell (takes 8 hours) the talisman becomes permanently enchanted. The Talisman of Bones functions as a +1 spell adder for the caster which stacks with the other enchanted items the caster has created from this spell list. The item also reduces Death criticals by one level (E becomes D, D becomes C and so on; caster is immune to A Death critical strikes). The caster may have only one Talisman of Bones in existence at any one time.

8. **Bone Rune III** (F) As *Bone Rune II* except caster can inscribe a total of up to 3 spell levels in various combinations.

9. **Bone Armor II** (F) Caster forms bony plates that cover his body and magically retracts vital parts of his physiology behind them. This exoskeleton provides the caster with protection against attacks. Caster's Armor Type becomes AT 16 and reduces puncture critical strikes by two levels (E becomes C, D becomes B, C becomes A, and A and B criticals have no effect). The armor encumbers with a -20 Quickness penalty and -20 to movement and maneuvers.

10. **Bone Rune V** (F) As *Bone Rune II* except caster can inscribe a total of up to 5 spell levels in various combinations..

11. **Bone Casting True** (I) Allows caster to throw his specially prepared bone runes in order to receive a "yes" or "no" answer to a single question. This spell is usable but once per day.

12. **Bracer of Bones** (F) Allows caster to enchant a collection of small bones taken from an intelligent, humanoid creature (usually bones such as fingers, toes or ribs). The bracelet is

worn around the caster's wrist. After casting this spell (takes 8 hours) the bracer becomes permanently enchanted. The Bracer of Bones functions as a +1 spell adder for the caster. The item also reduces Death criticals by one level (E becomes D, D becomes C and so on; caster is immune to A Death critical strikes). All abilities stack with the other enchanted items the caster has created from this spell list. The caster may have only one Bracer of Bones in existence at any one time.

13. **Bone Rune VI** (F) As *Bone Rune II* except caster can inscribe a total of up to 6 spell levels in various combinations.

14. **Skeletal Visage True** (F) Allows caster to appear skeletal in nature. This effect confers a +15 DB bonus and creatures of animal intelligence or higher within a 10' radius must make a resistance roll versus fear (against casters level).

15. **Bone Rune VII** (F) As *Bone Rune II* except caster can inscribe a total of up to 7 spell levels in various combinations.

16. **Bone Armor True** (F) Caster forms bony plates that cover his body and magically retracts vital parts of his physiology behind them. This exoskeleton provides the caster with protection against attacks. Caster's Armor Type becomes AT 16 and reduces puncture strikes by two levels (E becomes C, D becomes B, C becomes A, and A and B criticals have no effect). The caster becomes immune to stun and bleeding while Bone Armor True is active, although stun and bleeding already sustained remain in effect. The armor encumbers with a -20 Quickness penalty and -20 to movement and maneuvers.

17. **Bone Rune VIII** (F) As *Bone Rune II* except caster can inscribe a total of up to 8 spell levels in various combinations.

18. **Ring of Bones** (F) Allows caster to enchant a single bone taken from an intelligent, humanoid creature (usually carved and crafted from a single bone). The ring is worn on the caster's finger. After casting this spell (takes 8 hours) the ring becomes permanently enchanted. The Ring of Bones functions as a +1 spell adder for the caster. The item also reduces Death criticals by one level (E becomes D, D becomes C and so on; caster is immune to A Death critical strikes). All abilities stack with the other enchanted items the caster has created from this spell list. The caster may have only one Bracer of Bones in existence at any one time.

19. **Bone Rune IX** (F) As *Bone Rune II* except caster can inscribe a total of up to 9 spell levels in various combinations.

20. **Lord Skeletal Visage** (F) Allows caster to appear skeletal in nature. This effect confers a +25 DB bonus and creatures of animal intelligence or higher who can see the caster must make a resistance roll versus fear (against casters level).

25. **Bone Rune X** (F) As *Bone Rune II* except caster can inscribe a total of up to 10 spell levels in various combinations.

30. **Crown of Bones** (F) Allows caster to enchant a collection of bones taken from an intelligent, humanoid creature (usually including part of the skull as well as a collection of other, ornately carved bones). The crown is worn on the caster's head. After casting this spell (takes 8 hours) the crown becomes permanently enchanted. The Crown of Bones functions as a +1

spell adder for the caster. The item also reduces Death criticals by one level (E becomes D, D becomes C and so on; caster is immune to A Death critical strikes). All abilities stack with the other enchanted items the caster has created from this spell list. The caster may have only one Crown of Bones in existence at any one time.

50. **Lord Bone Rune** (F) As *Bone Rune II* except caster can inscribe a total of up to 20 spell levels in various combinations.

75. **Bone Casting True** (I) Allows caster to throw his specially prepared bone runes in order to receive detailed information on a single topic question.

100. **Permanent Bone Rune** (F) As *Bone Rune I* except caster can inscribe a total of up to 20 spell levels in various combinations. The bone and spells are not depleted when used and may therefore be cast repeatedly. Caster may only have one Permanent Bone Rune in existence at any one time.