

SKELETAL WAYS (NECROMANCER BASE LIST)

		Area of Effect	Duration	Range
1.	Summon Skeleton I ^β	-	varies(C)	50'
2.	Minor Skeletal Command	Target	1 min/lv	Self
3.	Summon Skeleton II ^β	-	varies(C)	50'
4.	Wall of Bones ^Δ	10'x10'x2	1 min/lv	100'
5.	Summon Skeleton III ^β	-	varies (C)	50'
6.	Bone Bolt [∞]	Target	-	100'
7.	Skeleton Warrior	Self	-	Self
8.	Summon Skeleton IV ^β	-	varies (C)	50'
9.	Skeletal Command	Target(s)	10 min/lv	Self
10.	Summon Skeleton V ^β	-	varies (C)	50'
11.	Skull Bomb ^Ω	10' radius	-	100'
12.	Circle of Bones ^Δ	10' radius	1 min/lv	100'
13.	Lord Skeletal Summoning ^β	-	varies(C)	50'
14.	Skeletal Cage ^Δ	Target	P	100'
15.	Bone Bolt (300') [∞]	Target	-	300'
16.	Triad of Bone [∞]	3 Targets	-	100'
17.	Waiting Skeletal Summoning	-	varies	50'
18.	Skeletal Guardian	Target	P	Self
19.	Corner Bone Bolt [∞]	Target	-	300'
20.	Bone Bolt (1000') [∞]	Target	-	1000'
25.	Mass Skeletal Summoning ^β	-	varies(C)	50'
30.	Following Bone Bolt [∞]	Target	-	1000'
50.	Skeleton Army	100' radius	varies(C)	100'
75.	Skeleton Army True	1000' radius	10 min/lv	1000'
100.	Lord Skeleton Army	1000' radius	P	100 0'

^β All of the Summon spells require a material component. These components must be bones that once belonged to an intelligent, humanoid creature. These bones are thrown on the ground when the spell is cast and consumed by the magic.

^Δ These spells require a material component. These components must be bones of the hand that once belonged to an intelligent, humanoid creature. These bones are thrown on the ground when the spell is cast and consumed by the magic.

[∞] All of the Bone Bolt spells require a material component. These components must be long, straight bones that once belonged to an intelligent, humanoid creature. These bones are magically launched at the target(s) when the spell is cast and consumed by the magic.

^Ω Skull Bomb requires the skull of an intelligent, humanoid creature. The skull is magically launched at the target(s) when the spell is cast and consumed by the magic.

1. **Summon Skeleton I** (FM) Allows caster to instantly summon a first level Minor Skeleton that he can control by concentrating on it. The Skeleton will stop moving if the caster ceases to concentrate on its actions. The Skeleton is not armed or armored. The Skeleton will turn to dust after 1 minute.

2. **Minor Skeletal Command** (M) Allows caster to control a single Skeleton that he has summoned without the need to concentrate.

3. **Summon Skeleton II** (FM) As *Summon Skeleton I* except the caster may summon 3 Minor Skeletons, 1 Minor skeleton for 3 minutes or 1 Lesser Skeleton.

4. **Wall of Bones** (F) Caster creates a wall of animated bones up to 10' x 10' x 2'; it must rest on a solid surface. The wall can be chopped through in 30 man rounds so long as sufficient tools are at hand. The wall is animated in such a way as to make it near impossible to topple over or to climb as the shifting bones move and twist (Absurd Climbing maneuver).

5. **Summon Skeleton III** (FM) As *Summon Skeleton I* except the caster may summon 5 Minor Skeletons, 1 Minor skeleton for 5 minutes, 1 Lesser Skeleton for 3 minutes or 1 Greater Skeleton.

6. **Bone Bolt** (F) A bolt of bone is shot from the palm of the caster's hand; results are determined on the Javelin attack table.

7. **Skeleton Warrior** (F) Allows caster to prepare the underworld in advance of casting his next Summon Skeleton spell. If the caster summons any skeletons within the next 3 rounds they will come armed with any of the following weapons: Short Bow and Arrows, Short Sword and Shield, Spear or Battle Axe (caster's choice). All Skeletons must be armed in a similar fashion. In addition to being granted weapons, each Skeleton will be armored in chain mail (AT 15). The weapons and armor turn to dust when the summoning spell ends.

8. **Summon Skeleton IV** (FM) As *Summon Skeleton I* except the caster may summon 8 Minor Skeletons, 1 Minor skeleton for 8 minutes, 2 Lesser Skeletons, 1 Lesser Skeleton for 5 minutes, 1 Greater Skeleton for 3 minutes or 1 Lord Skeleton

9. **Skeletal Command** (M) Allows caster to control 1 Skeleton that he has summoned without the need to concentrate.

10. **Summon Skeleton V** (FM) As *Summon Skeleton I* except the caster may summon 10 Minor Skeletons, 1 Minor skeleton for 10 minutes, 3 Lesser Skeletons, 1 Lesser Skeleton for 8 minutes, 2 Greater Skeletons, 1 Greater Skeleton for 5 minutes, 1 Lord Skeleton for 3 minutes or 1 Sovereign Skeleton.

11. **Skull Bomb** (F) Allows caster to enchant the skull of an intelligent, humanoid creature so that it may be thrown at his enemies and explode. The skull attacks using the Fireball attack table and delivers equal severity Explosion and Death criticals.

12. **Circle of Bones** (F) Caster creates a circular wall of animated bones up to 20' high x 2' thick in a radius of up to 20' centered on the caster; it must rest on a solid surface. The wall can be chopped through in 30 man rounds so long as sufficient tools are at hand. The wall is animated in such a way as to make it near impossible to topple over or to climb as the shifting bones move and twist (Absurd Climbing maneuver).

13. **Lord Skeletal Summoning** (FM) As *Summon Skeleton I* except the caster may summon 15 Minor Skeletons, 1 Minor skeleton for 15 minutes, 5 Lesser Skeletons, 1 lesser Skeleton for 10 minutes, 3 greater Skeletons, 1 greater Skeleton for 8 minutes, 2 Lord Skeletons, 1 Lord Skeleton for 5 minutes or 1 Sovereign Skeleton for 3 minutes.

14. **Skeletal Cage** (F) Allows caster to attempt to entrap a target in a cage of twisted bones he calls from the underworld. Target must resist versus the spell or become trapped in the cage. The cage itself is not completely solid, consisting of a bone floor and skeletal bars for its walls and ceiling. The bars are preternaturally strong and require an Absurd maneuver to break. The animated, shifting nature of the cage makes it almost impossible (Absurd) to contort through the bars. The cage does not stop magical means of escape such as teleport spells. Although the target is unable to move from the spot, it is possible for him to reach through the bars, use missile weapons or spells to attack. One of the most prominent features of this spell is that it is able to entrap only living creatures, but it is possible that they may be as small as an ant or as large as an elder Wym.

15. **Bone Bolt (300')** (F) As *Bone Bolt* except range is 300'.

16. **Triad of Bone** (F) 3 bolts of bone are shot from the caster's hand, they can strike up to 3 different targets within 60 degrees of each other (must be in caster's field of vision). The caster's Directed Spell bonus applies to only one of the attacks.

17. **Waiting Skeletal Summoning** (U) Allows caster to prepare the underworld in advance of casting his next Summon Skeleton spell. The caster must specify a time period (up to 1 year per level of the caster) or a specific condition (someone enters rooms or someone speaks a specific word) when casting this spell. The caster must then cast a Summon Skeleton spell. The Summoning spell will remain dormant until the condition of the Waiting Skeletal Summoning spell is met, at which point it will activate.

18. **Skeletal Guardian** (FM) Allows caster to master a summoned skeleton. The Skeleton will remain under the caster's control until it is destroyed or dismissed. If at any point the Skeleton is subject to a *Repulsions* effect, the caster must use his own level in place of that of the Skeleton to resist it. There is no need for the caster to concentrate. The Skeleton will remain beyond the limits of the summoning spell used to create it.

19. **Corner Bone Bolt** (F) As *Bone Bolt* except that range is 300' and the caster can make the bolt turn once up to 90 degrees before striking the target. The caster's OB is halved and he must know the location of his target.

20. **Bone Bolt (1000')** (F) As *Bone Bolt* except range is 1000'.

25. **Mass Skeletal Summoning** (FM) As *Summon Skeleton I* except the caster may summon 25 Minor Skeletons, 1 Minor skeleton for 25 minutes, 9 Lesser Skeletons, 1 lesser Skeleton for 15 minutes, 5 greater Skeletons, 1 greater Skeleton for 10 minutes, 3 Lord Skeletons, 1 Lord Skeleton for 8 minutes, 2 Sovereign Skeletons or 1 Sovereign Skeleton for 5 minutes.

30. **Following Bone Bolt** (F) As *Corner Bone Bolt* except that range is 1000' and the caster can make the bolt turn as many times as required before striking the target. The caster's OB is halved and he must know the location of his target.

50. **Skeleton Army** (FM) As *Summon Skeleton I* except the caster may summon a vast army of Skeletons. Unlike the *Summon Skeleton* spells, the skeletons of the dead must already be present within the area effect. All the Skeletons in the area are animated and under the caster's control (up to 1 Minor Skeleton per level of the caster). There is no duration limit to this spell, but if the caster stops concentrating, the army will fall and turn to dust. Additionally, all skeletons come equipped as they were in life.

75. **Skeleton Army True** (FM) As *Skeleton Army* except his forces may be summoned from a much larger area and the caster need not concentrate on his forces (the spell lasts for 10 minutes per level).

100. **Lord Skeleton Army** (F) As *Skeleton Army True* except duration is permanent.