

Necromancer Studies

Taps into the following powers of the Necromancer

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: “Magical Prowess”
2. Seeker Abilities: “Metaphysical Studies”

Bones

Will cause a White Skeleton to take his or her side in a conflict

Modification Point cost: 2

Area of Effect: One Undead White Skeleton.

Avoidance-roll: Pit mental-strength against the White Skeleton's successfully (race to 4).

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D10 turns +1 level.

Effect time: Instant.

Explanation: This spell will cause a White Skeleton to take his or her side in a conflict if it fails to pit its mental-strength against the Necromancer.

Remember that only a White Skeleton is susceptible to this power

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: Only one White Skeleton can be controlled at one time.

Range: 1space (5') x your awareness.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 14,000 white-gold / **Spell-rune:** 140 white-gold

Revoke Holy Fear

Gives a +5 on the avoidance-roll vs. "Fear" against blessed / holy creature spells and abilities

Modification Point cost: 2

Area of Effect: Caster only.

Avoidance-roll: Caster must win initiative against his or her attacker in order for this spell to be automatically cast to protect him or her.

Casting time: Instant.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will give the Necromancer a +5 on his or her avoidance-roll vs. "Fear" vs. blessed and holy creature spells and abilities. This spell will automatically be cast to protect the Necromancer if an unwanted blessed or holy effect threatens the caster, but the caster must win an initiative for this spell to be cast.

Hand movement: None.

Healing: None.

Immunities: None.

Maximum adjustment: +5

Notes: None.

Range: Caster only.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2 Passive Spell. If Necromancer does not have the spell-points to cast this spell, this ability will not work. See: "Explanation"

Susceptibilities: None.

Value: Scroll: 17,000 white-gold / **Spell-rune:** 170 white-gold