

The Necromancy Source

Rank 1

Bone Armor

Shadow Sphere	-	The Necromancy Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 3 Rounds / Lv
CsT: 26 Marks		Res: None

The caster is surrounded by a suit of armor made of bone. The bones seem to grow out of nothing and is fully active 5 Marks after the spell goes off. The armor provides +4 Absorb against Hacking, Slashing and Clawing damage, +2 Absorb against Blunt and smashing. It also grants 1 Absorb against Raw Magic Damage, +1 per 2 RO. The spell lasts an extra Round per 2 RO as well.

Create Minor Undead

Shadow Sphere	-	The Necromancy Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: 10 Yard Radius
CsD: 2		Dur: 5 Minutes / Lv
CsT: 1 Round		Res: None

Must be cast in an area where there are fallen people. The spell creates a temporary occurrence of a Nether Link, animating 1d4, +1 per 3 RO Rank (0) Undead ("materials" available). The Nether Link is limited to the AoE, which is the artificial Haunt for the Undead. The Nether Link duration is driven by the duration of the spell. However, during such a time other Abilities and spells may be used to modify the temporary nature of the Nether Link and Haunt. The Undead act as all Undead do, attacking anything they are within 20 yards with. It takes between 1 to 4 Rounds for the Undead to form, depending on how the "materials" are laid out. It could even be longer if they are buried.

Lesser Animaita

Enchantment

Shadow Sphere	-	The Necromancy Source
Rank: 1		Rng: Touch
Cost: 2 SpP		AoE: 1 Target
CsD: 2		Dur: Permanent
CsT: 2 Minutes		Res: None

Anamaita is the base spell that is used to create constructs. In essence, it creates a permanent Nether Link from a construct to a Haunt. The Haunt is a permanent fixture where the spell is cast. This also can create permanent Nether Links for non-construct Undead, but only one at a time. The limit of the Monster Rank is (0), or Monster Rank (1) with an RO of 5 and Monster Rank (2) with an RO of 12.

Speak with Undead

Shadow Sphere	-	The Necromancy Source
Rank: 1		Rng: 0
Cost: 2 SpP		AoE: Caster
CsD: 2		Dur: 1 Minute / Lv
CsT: 2 Rounds		Res: None

Allows the caster to speak with Undead. This is a far more effective communication than the Nether Speak Ability, but limited in duration. As with all Undead, how they answer and what they have to say is based on the undead itself. Mindless hordes will say nothing (and in this Nether Speak can be better). Anything with some form of residual intelligence can be conversated with by the caster. The Duration is increased by 1 minute per 3 RO.

Rank 2

Bone Shard

Magic Missile

Shadow Sphere	-	The Necromancy Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Special
CsD: 2		Dur: Special
CsT: 27 Marks		Res: None

Cast upon a bone, about the size of a dagger. Up to 2 bones can be enchanted, +1 per 3 RO. Once enchanted, they keep their enchantment for 10 Rounds, +1 per 2 R), or until thrown. If thrown, they turn into a ghostly white missile that streaks at the target with far greater speed than originally thrown. The caster receives a +3 to-Hit, plus their Dexterity Ranged Weapon bonus. These shards have a 25-yards range and only one can be thrown per Round. Upon impact, they cause 1d8 Cold Damage. Additionally, the Target must make a ResCheck or become Fatigued (X), where X is 2, +1 per 3 RO. The Fatiguing Effect lasts for 3 Rounds, +1 per RO.

Create Skeletal Warrior

Shadow Sphere	-	The Necromancy Source
Rank: 2		Rng: Special
Cost: 4 SpP		AoE: Special
CsD: 3		Dur: 4 Rounds / Lv
CsT: 1 Round		Res: None

Creates a single, and temporary, Rank (3) Skeletal Warrior. There is a component for this spell of note. The caster must have a bag of burn remains, about a cup's worth. When cast, the bag is thrown up to 10 yards away, and that is the spawning point of the skeleton. The skeleton forms in 1 Round (meaning it is ready to go the Round after the spell was finished, on that Initiative Mark), and is completely under the direction of the caster, doing anything told to do without question. It is bound to the caster, and not to any artificial Haunt. This summoned warrior cannot be sustained through other means, and when the duration ends, or it is defeated, it turns back to ash.

Enchantment

Create Spawn

Shadow Sphere - The Necromancy Source

Rank: 2	Rng: 5 Yards
Cost: 5 SpP	AoE: Special
CsD: 4	Dur: Permanent
CsT: 1 Hour	Res: None

A Spawn is a magical enchanted pool of water. This is the forming grounds for many kinds of Undead. The pool must be already formed, and no bigger than a medium-sized swimming pool. Once the spell is cast, the water begins to glow a pale white, mist covers the surface and faint sounds of wails can be heard. The practical benefit is that Undead can be created here with minimal "materials" and the Nether Link is permanent - the Spawn becomes the Haunt. Other spells, such as Create Minor Skeleton can be cast on the Spawn, with just a leg bone thrown into water. The Spawn bolsters the Caster Spell Skill Check of any "undead creation" spell by 1 whole die (from 1+1 Skill Rank to 2+1). Undead animated in this fashion take 1 day per Monster Rank to form, no matter the spell's description. The Undead created are dormant until pulled out of the spawn. A Caster can only have one Spawn at a time, and recasting this spell will terminate the current Spawn and all formed and unformed undead within it, but not those Undead already created. Each Spawn can only produce so much, with is 30 Monster-Ranks-worth + 5 more per 2 RO. Once the Spawn runs out of production, it will fade as soon as the lasted "batch" of undead have formed.

Hex

Unbind

Shadow Sphere - The Necromancy Source

Rank: 2	Rng: 10 Yards
Cost: 3 SpP	AoE: 1 Target
CsD: 2	Dur: Permanent
CsT: 1 Minute	Res: None

Unbind magically severs the ties of an undead from their Haunt Permanently, allowing it to roam freely - essentially creating a Free-Roaming Undead. If the Hex is ever removed, then all normal rules for undead apply at the location and timer when/where the spell was dispelled.

