

# Accelerate Lifeline



## Chronomancy, Reversible

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell speeds the aging process of any creature of Intelligence 2 or greater. The creature ages up to one year per level of the chronomancer. The exact amount must be set to the nearest month before the spell is cast. Aging occurs at a rate of one year per turn and a system shock roll to avoid death is required. While undergoing the change, any action attempted is performed at one-half normal ability.

The material component is a small piece of polished amber and an ounce of ichor from a tether beast. The affected creature must be touched, and it receives a saving throw vs. death magic if unwilling.

The reverse of this spell, reverse lifeline, cannot bring back the dead, but it can reduce the age of the recipient by up to one year per level of the caster. Age reduction occurs at a rate of one year per turn, and a system shock roll to avoid death is required. The creature must still be touched, and it receives a save if unwilling. The material components are the same as above, plus a cup of pure spring water subjected to the Demi-plane of Time for one subjective day.

Notes: Restricted to chronomancers; common.