

Assist - Red Wizards



Conjuration, Necromancy

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 rd. + 1 rd./level

Area of Effect: 1 person

Saving Throw: None

The recipient of this spell gains 1d8 temporary hit points. These additional hit points can exceed the character's normal total and are the first lost in combat. These extra hit points cannot be regained by curative magic. This spell also is used in creation of a potion of heroism.

The material component is a small vial of pungent herbs, the scent of which the recipient must inhale.

Notes: Common for necromancers and Red Wizards of Thay; otherwise rare.