

# Bloodbridge



## Necromancy

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Casting this spell allows the movement of blood from a donor, through the caster, into a recipient. The transfused blood heals some of the recipient's wounds, at the expense of the donor. For each hit point restored to the recipient, the donor loses a point.

The amount of damage that can be healed is limited to 2 hit points, plus 1 hit point per level of the caster. This is the daily maximum per recipient. Although multiple donors can be used (each requiring a separate casting), the sum total of healing cannot exceed the maximum. In addition, this spell can heal only damage caused by blood loss, such as: weapon-inflicted wounds, claw and bite attacks, blood drain, and so on (not electrical shock, pummeling, poison, suffocation, pure magical energy, and the like).

The donor can be anyone of the same species as the recipient (a half-elf counts as both human and elf). The caster can serve as the donor if desired. Regardless of who the donor is, the transfusion process is extremely taxing for the caster, who temporarily loses 1 point of Strength per 5 points of blood transferred, and 1 point of Constitution each time the spell is cast. These return at the rate of 1 per four hours of complete rest or eight hours of light activity (no spellcasting).

Extracting blood from an unwilling donor is an evil act, and an unwilling donor must be immobilized for the entire round required to cast the spell; it cannot be cast on an unwilling donor in melee, for example.

The material components of this spell are two golden needles (1 gp value each), which are destroyed in the casting.

Notes: Rare for necromancers and (optional) Healer mages; otherwise very rare. (Updated from DRAGON Magazine.)