

Bone Growth



Alteration, Necromancy, Reversible

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous + special

Area of Effect: 1 creature

Saving Throw: None

This healing spell fuses normal fractures: Mild compression fractures heal in a day, while more serious fractures (such as a broken leg or back) might take 1-4 days to heal (assuming complete bed rest for the patient; otherwise healing time is doubled). This spell does not heal soft tissue damage, including cuts and sprains, nor does it correct improper alignment of the bones while healing. It has no effect on undead. It also immediately halts the effects of the bone blight spell, and slowly (over a period of 1-6 days) restores all damage caused by that spell.

This spell can also restore damage to exoskeletons, shells, and bony carapaces, but the time requirements are doubled.

The material component for bone growth is a drop of milk.

The reverse, bone blight, is an evil, deadly curse that slowly erodes the healthy bones of any chosen creature within range. If a saving throw vs. spell is failed, all bones in the creature slowly begin to dissolve, eventually reducing it to a quivering mound of formless flesh. It has no effect on undead.

Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious).

In the short term (from the moment of casting to the first full day), the bones of the victim become brittle, greatly increasing susceptibility to crushing attacks or falling damage. The victim sustains double damage from these; by the end of the first day, current hit points are reduced by 20%.

In the mid-term (lasting 1 d6+ 1 days from the time of the casting), the victim is subject to frequent, painful fractures. Piercing and slashing weapons inflict double damage, while bludgeoning or crushing attacks inflict quadruple damage. By the end of this period, the victim's hit points are reduced by 60%.

In the terminal stage, the victim's bones finally dissolve, collapsing the spine and skull, bringing a slow and painful death.

This spell prevents natural healing. Magical healing slows, but cannot stop, the terminal stage. Every 10 points of magical healing prolongs the intermediate stage for one full day, to the maximum limit of one day per point of Constitution. The slow dissolution of bone can be halted only by a remove curse, a cure disease followed by a successful dispel magic, a heal followed by a restoration spell, a limited wish, or a wish. Once the spell has been broken, lost hit points can be healed normally or by magical means.

The material component is a drop of aqua regia.

Notes: Restricted to necromancers and (optional) Healer mages. Casting the reversed form is an evil act and will have alignment repercussions.