

Bone Knit



Necromancy

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 skeleton

Saving Throw: None

This spell allows the caster to rejoin the pieces of a skeleton. All of the pieces of the skeleton must be present for the spell to work. The wizard casts the spell, then places his hands over the bones or as close to them as possible (1 foot maximum distance).

The bones then transform themselves into a whole skeleton. If this newly joined skeleton is then animated with an animate dead spell, it will have maximum hit points. The spell can be cast upon an undead skeleton that has not been utterly destroyed in order to "heal" it of any damage that has been inflicted upon it by physical attacks.

This spell can be cast upon an undead skeleton in conjunction with a permanency spell to create a skeleton that "regenerates" 1d4 points of physical damage every second round (fire and acid damage and the effects of undead turning cannot be regenerated).

The material component of this spell is a drop of the spellcaster's blood and a drop of troll's blood.

Notes: Restricted to necromancers and undead spellcasters; rare. (Updated from DRAGON Magazine.)