

Death's Door



Necromancy

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

Like the third-level priest spell of the same name, death's door works by touch upon a creature "at death's door" (-1 to -9 hit points). The necromancer's version works on any living or undead creature.

The spell brings the touched creature to 0 hit points and stops bleeding and deterioration for the spell duration (further magical means can restore the creature to a functioning state).

Unlike the priest version, the necromancer must make a system shock check or lose as many hit point as required to bring the creature to 0 hit points. If this would reduce the necromancer below 1 hit point, he is reduced to 1 hit point and rendered unconscious for 1 turn for each hit point he should have, but didn't, lose. The necromancer can end any death's door spell that he cast with a command.

The material components of the spell are a clear gem or crystal, a drop of water or dew, a drop of blood, a drop of milk or nectar, and any form of unguent.

Notes: Restricted to necromancers; uncommon.