

Empathic Wound Transfer



Necromancy

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

By casting this spell, a necromancer transfers some of the wounds of another creature to himself, thereby partially curing the recipient. Up to 2 hit points per level of the caster can be transferred; an 8th-level necromancer could cure an ally of 16 points of damage (but takes 16 points of damage himself).

This spell cannot restore amputated limbs, drained life levels, or lost life. It cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.

The caster cannot drain his or her own life. Normally, a wizard can transfer only his current hit points. However, if the DM uses the "hovering on death's door" rules, then a caster might voluntarily drain himself to the brink of death (-9 hit points). The caster immediately loses consciousness in this case (as noted in the DMG}, but his condition does not deteriorate unless he is further wounded by another agent. At the DM's discretion, this spell enables the caster to immediately restore an incapacitated and dying victim.

Hit points lost by the wizard can be regained by normal healing or magic.

After the transfer is complete, the wizard temporarily loses 4 points of Constitution to extreme exhaustion; each point is recovered by one hour of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours.

The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

Notes: Restricted to necromancers; rare.