

# Exchange Wounds



## Necromancy

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: 2 creatures

Saving Throw: Neg.

This spell is similar to the empathic wound transfer spell, except that it allows the caster transfer a hit point disability (of up to 1 hit points per level of the caster) between any two creatures, excluding the caster. The wizard must be able to grasp both the creature with the disability and the creature about to receive it without saving to make attack rolls, so the two beings involved must either be willing to undergo the spell or else be sleeping or unconscious.

The recipient of the disability is entitled to a saving throw vs. spell if unwilling. If the saving throw succeeds, the exchange is negated and nothing further happens.

If the recipient fails the saving throw, the disability passes through the wizard, inflicting him or her an instant. If such a wound would normally place the wizard below zero hit points, it immediately does so, and the spell ceases; the wounded creature is healed and the second (recipient) is unharmed.

The material components for the spell are hair and blood from both creatures, two newt eyes, two wolf teeth (each from a different animal), and or a ruby (worth at least 5,000 gp), which is shattered as the disability passes through the caster.

Notes: Restricted to necromancers; rare.