

Cenfirth's Rejuvenating Touch

This spell revives a tired or unconscious creature.

College: Matter

Philosophy: Necromancy

Special Effects: Arcane Magic, Matter, Necromancy, Healing

Effect: Aid END and STUN 4d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Instant

Range: No Range

Active Cost: 36

Skill Roll Penalty: -2

Real Cost: 14

END Cost: 4

Cenfirth's Rejuvenating Touch: Aid END And STUN 4d6 - Affects END And STUN Simultaneously (+1/2)(36 Active Points); Only Restores To Starting Values (-1/2), Requires A Power Skill: Necromancy Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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