A Ward Against Death

This very rare and rather complicated spell halts the effects of time on the body of the caster, preserving him at his current age for a century. The spell does not return the character's youth, nor does it make him immune to harm.

College: Matter
Philosophy: Necromancy
Special Effect: Arcane Magic, Matter, Necromancy, Time
Effect: Life Support: Longevity (Immortal)
Casting Time: 1 Hour
Target/Area Affected: Caster
Duration: 1 Century
Range: Self
Active Cost: 5
Skill Roll Penalty: -0
Real Cost: 1
END Cost: 1

A Ward Against Death: *Life Support: Longevity (Immortal)(5 Active Points); Window Of Opportunity (Once Per 25 Years; Window Remains Open For One Day; On Caster's Day Of Birth On 25 Year Increments; -2), Side Effects (Loses 15 Points Of Long-Term Endurance; Occurs Automatically; -1), Exta Time (1 Hour; Character May Take No Other Actions; Activation Only; -1 3/4), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Incantations (-1/4), Must Be Re-Cast Every Century (-0).*

Spell created by Jack Butler

Go back to start