

Arcane Boon

This spell allows the wizard to turn the next spell he casts into healing energy. The spell to be changed must be cast on the wizard's next phase following the casting of the *Arcane Boon*.

College: Change

Philosophy: Transfiguration

Effect: Major Transform 6d6

Special Effects: Arcane Magic, Change, Transfiguration, Metamagic, Healing

Casting Time: Full Phase

Target/Area Affected: Single Spell

Duration: Instant

Range: No Range

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 15

END Cost: 6

Arcane Boon: Major Transform 6d6 (Changes Any Spell Cast On The Next Phase By The Caster Of The Arcane Boon Into Healing BODY 4d6)(60 Active Points); Limited Target (Spells Only; -1), Extra Time (Full Phase; -1/2), No Range (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

Go back to [start](#)

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

https://curufea.com/doku.php?id=roleplaying:hero:resources:gp:arcane_boon

Last update: **2009/08/31 21:29**

