

# Regenerate



touch



permanent



Causes the target's severed body parts, broken bones, and ruined organs to grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. Otherwise, a full turn is required for the regeneration to complete.

This spell also heals 3d8 points of damage. Regenerate has no effect on nonliving creatures or constructs (including undead).



BF 30

