

# Battlecurse



## Enchantment/Charm

Level: 3

Range: 20 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd. or 4 rds.

Area of Effect: 1 creature

Saving Throw: Special

This spell enables a caster to adversely affect any one creature not protected by a minor globe of invulnerability or stronger magical barrier (some spells and items also may prevent its functioning). A battlecurse can be cast only on being within range and visible to the caster. The target is allowed a saving throw vs. spell. If successful, the only effect is to prevent the creature from making any attacks on the following round (defensive spells, movement, readying of weapons, and parrying are all possible). If the saving throw fails, the creature's Armor Class is worsened by four points (from AC 4 to AC 8, for example) for four rounds.

The material components of this spell are a hair (broken or split) from any source, and a gem of not less than 200 gp value.

Notes: Very rare. (Updated from DRAGON Magazine.)