

# Cause Critical Wounds



## Necromancy

Level: 5

Range: Touch

Components: V, S, M

Casting Time: S

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The cause critical wounds spell inflicts 3d8+3 points of damage if a successful touch attack is made; the caster has a +2 bonus to the attack roll. Non-corporeal, nonliving, and extra-planar creatures are not affected by the spell, except undead, which are cured. The damage must be healed naturally or cured with magic. Unlike the 5th-level priest spell, cure critical wounds, the spell has no reversed form. Casting this spell is an evil act.

The material component is paste rubbed on the hands and activated by a command word. The cost to produce the paste is 150 gp, which makes enough for three castings.

Notes: Restricted to necromancers and evil witches; uncommon.