

Cause Light Wounds



Necromancy

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The cause light wounds spell inflicts 1d8 points of damage if a successful touch attack is made. Non-corporeal, nonliving, and extra-planar creatures are not affected by the spell, except for undead, which are cured. The inflicted damage must be healed naturally or cured with magic. Unlike the 1st-level priest spell, cure light wounds, this spell has no reversed form. This spell is often used in combination with the 2nd-level spectral hand spell. 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 75 gp, which makes enough for three castings.

Notes: Restricted to necromancers and evil witches; uncommon.