

# Cause Serious Wounds



## Necromancy

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: instantaneous

Area of Effect: Creature touched

Saving Throw: None

The cause serious wounds spell inflicts 2d8+1 points of damage if a successful touch attack is made. Non-corporeal, non-living, 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 4th-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 200 gp, which makes enough for four castings.

Notes: Restricted to necromancers and evil witches; uncommon.