

Contagion



Necromancy

Level: 4

Range: 30 yds.

Components: V. S

Casting Time. 4

Duration: Permanent

Area of Effect: 1 creature

Saving Throw Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a cure disease spell or spends 1d3 weeks taking a complete rest to recover. Those ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Notes: Common spell (PHB).