

Crimson Scourge



Necromancy

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 human

Saving Throw: Neg.

This terrible bleeding curse can affect one human of the spellcaster's level or less. Dwarves, elves, and other demi-human and humanoid creatures are immune to this magic. Upon pronouncing the curse, the wizard touches the victim, who receives a saving throw vs. spell at -2.

Failure means the victim begins to bleed profusely through the pores of the skin, taking 1-2 points of damage per round until dead. Regular first aid cannot prevent this damage, and most magical cures such as cure light wounds and cure disease have no effect upon the affliction. Such spells as cure serious wounds and cure critical wounds can staunch the hemorrhaging, but hit points can be regained fully only through time and rest. A remove curse followed immediately by a heal spell can negate the effect of this evil magic entirely.

The most horrible property of the crimson scourge, however, lies in the "contagiousness" of its effects, for whenever an afflicted victim comes into physical contact with someone else, the touched person may have to make a saving throw vs. spells at -2 or become likewise afflicted. An individual is immune to the curse so long as he has more levels or Hit Dice than the bleeding person; moreover, the spellcaster can never suffer the effects of his own crimson scourge. This plague often goes by the name of "the red death."

The working of this curse requires that the wizard wear a scarlet robe and a faceless red mask, both made from the finest silk, worth at least 1,000 gp each. These garments can be reused as many times as desired.

Notes: Very rare. Known to be in The Cryptichronos, aka The Book of Horrors. (Updated from DRAGON Magazine.)