

Curse of Lycanthropy



Abjuration, Necromancy

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: Person touched

Saving Throw: Neg.

This spell inflicts a special form of lycanthropy on the person touched. Only humans, demi-humans, and some humanoids can be affected, and true lycanthropes or shapeshifters are naturally immune. The victim is entitled to a saving throw vs. spell to resist the spell's effects; failure subjects the person to the curse.

On the night of the full moon each month, and the nights immediately before and after, the victim suffers a lycanthropic episode lasting from moonrise to moonset. During these hours, the victim becomes maddened with a maniacal bloodrage that urges him to commit murder and mayhem against any who cross his path. He is especially attracted to people for whom he feels strong emotion, and these are usually his first victims.

During the bloodrage, the victim's Strength score is increased to an effective 19, he attacks unarmed for 1-2/1-2/1-3 points of damage with his bare hands and teeth, and he gains 2d10 temporary hit points. He is completely feral and likely to attack anything he encounters. While vulnerable only to silver or magical attacks, the victim cannot be magically healed or regain abilities that are refreshed by sleep during the three days of the episode. The victim remembers nothing of the nights in question. The victim is not a true lycanthrope and cannot pass on the curse to his own victims.

At the end of the three-day episode, the victim receives a new saving throw vs. spell with a -3 penalty to break free of the curse. Failure means another episode will occur in the next month. The curse of lycanthropy lasts until the monthly saving throw succeeds, or a wish spell is used to free the victim. A remove curse spell entitles the victim to a new saving throw on the spot to escape the curse, but failure means the caster must gain another level before trying again.

The material component is a drop of blood from a true lycanthrope.

Notes: Very rare, normally employed by evil casters. Known to be in Primal's Pocket Library. Vol. IX.