

# Curse Tablet



## Necromancy

Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 2 days/level

Area of Effect: 1 creature

Saving Throw: Neg.

This is the most common spell used by evil wizards to kill by means of magic. The caster writes the name of his victim on a lead tablet, drives a nail through the tablet, invokes the spirits of the dead, and places the tablet within an occupied tomb.

Every midnight thereafter, the victim must roll a saving roll vs. spell. Failure means he suffers horrible dreams of his own death and awakens sick and exhausted, having lost half his current hit points (round fractions down) or 1 hit point, whichever is greater. If he succeeds, there is no effect. If he succeeds three times in a row, the curse is broken, the writing on the tablet vanishes, and that particular caster cannot use a curse tablet against him for one year.

The spell can be safely negated by finding the tablet (it radiates magic and evil) and casting a bless or remove curse spell upon it. Melting or breaking the tablet also breaks the curse, but this inflicts 1d4 points of damage upon the victim.

Notes: Restricted to evil spellcasters; uncommon for witches and necromancers; otherwise rare.