

Cursed Image - Hishna



Evocation, Necromancy

Level: 4

Range: 10 mi./level

Components: V, S, M

Casting Time: 1 hr.

Duration: 5 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg. or ½

This spell allows the caster to inflict punishment and damage upon a target creature that is some distance away.

The caster must first make a small, clay image of his victim. The caster must know the general whereabouts of the target, as well as be familiar with his appearance-though the caster need not have seen the target himself, if others provide a detailed description. The molding process is the casting time of the spell.

After the object is complete, the caster (only) can manipulate the image, and inflict damage upon the target. If he holds it tightly, the victim is immobilized, unless he makes a saving throw vs. spell. A successful save allows the individual 1 round of movement, but he must save against the effects of the cursed image on each and every round.

If the caster pummels or pounds the piece, he can inflict 1d10 points of damage per round, though a saving throw vs. spell reduces the damage to half. He cannot damage the image and hold it immobile in the same turn.

The material component of the spell is the clay image. If a tiny bit of hair, skin, nail clippings, etc., of the victim can be incorporated into the image, the victim suffers a -2 penalty to all of his saving throws.

Notes: Restricted to practitioners of hishna magic (the Maztica setting); common.