

Death Talisman



Divination, Enchantment, Necromancy, Artifice

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 wk./level

Area of Effect: 1 object

Saving Throw: None

Using this spell, a caster can enchant a small item, usually a polished knife or other shiny metal object, linking it to the caster's health. As long as the caster stays healthy, the object remains in the same condition as it was in at the time of casting. When the caster dies or is otherwise permanently disabled (for instance, turned to stone), the enchanted object becomes corroded and dull. The divination effect lasts as long as the caster stays within 1,000 miles of the enchanted item.

The material component of the spell is the item to be enchanted, which is not consumed during casting.

Notes: Common in Arabian settings; otherwise very rare.