

## SPELL-NAME

NECROMANCY - CURSE

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

DURATION

VARIES

SAVING THROW

FORTITUDE

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

**Heightened +2 :** The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

**Critical Success :** The target is unaffected.

**Success :** For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.

**Failure :** As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.