

## SPELL-NAME

NECROMANCY - HEALING

CASTING TIME



COMPONENTS

S, V, M

RANGE

TOUCH

TARGET

1 CREATURE

Your touch grants a reprieve to a cursed creature. You attempt to counteract one curse afflicting the target. If the curse comes from a cursed item or other external source, a success indicates that the target creature can rid itself of the cursed item, but it doesn't remove the curse from the item.