

## **CURSE OBJECT**

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Until dispelled

The object this spell is cast on is cursed with one of the following curses:

- The object sends out a spike that deals 5d4 piercing damage to the next creature who attempts to touch it. The spikes remain, requiring a Dexterity check to hold or dealing the damage again upon touching. Ten consecutive checks must be performed to don armor.
- The object becomes poisonous, and those who consume or lick the object or part of it take 3d6 poison damage and are wracked with vomiting. This vomiting lasts for one round on a lick or other touch to the mouth area, and a minute upon ingestion. The vomiting begins immediately.
- If it is armor, the wearer or the next creature to put it on can't take it off without dispelling the spell.
- If it is a weapon, it has a -2 to attack rolls and ability checks.
- If it is a weapon, the next time the user makes an attack roll with it, the weapon disappears. It reappears in a minute in the closest unoccupied place.

**Spell Lists.** Artificer, Bard, Warlock