

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Grimoire Mortalitas





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Black Pustule: Foretell means of a creature's death, -2 to AC and saves against that means but +2 AC and saves against other perils.

Channel Soul^{MF}: Allow a departed soul to assume control of your body.

Necrotic Gyre^F: Pools of blood map necromancy.

Negative Energy Attunement: Negative energy damage cures subject instead of damaging them.

Suspend Life: Wail of pain triggers your death for 1 hour/level, awoken with 0 hit points afterward.

Unliving Void: Void swallows 5 points of healing/level, reduces DR by 1/four levels.

5th-Level Cleric Spells

Animate Shadow: Call subject's shadow into undeath.

Dark Command, Greater: As *dark command*, but affects one subject/level.

Sanguine Preservation^F: Preserve the soul of a creature in their blood for 1 week/level.

Secrets to Rest^F: Prevent the dead from communicating with the living.

Symbol of Malice^M: Triggered rune absorbs 10/level points of healing (maximum 150).

6th-Level Cleric Spells

Bloody Epidemic: Disease causes 3d8 damage +1/level (maximum +15), spread to nearby creatures through cough.

Necrotic Disjunction: Daze undead creature.

Necromancer's Pariah^M: Subject is affected by spells as if undead, becomes enmity of the living.

Pallid Audience^M: Call audience with departed soul.

Symbol of Corruption^M: Triggered rune converts positive energy to negative energy.

Undeath Anew^M: Restores undeath to a single undead that was destroyed as long as one day/level ago.

7th-Level Cleric Spells

Bloody Epidemic, Dormant: Disease lies dormant while you concentrate, causes 3d8 damage +1/level (maximum +15) afterward, spread to nearby creatures through cough.

Phantasmal Detainment^M: Subject's ghost is bound to your plane until it fulfils condition determined by you.

Shadow of Duty^M: Raise subject as undead to perform a single task.

Spirit Herald: Spirits familiar to subjects deliver your message through a dream.

Transposition^M: A departed soul assumes control of the subject's body.

8th-Level Cleric Spells

Breed Revenant^M: Subject is born into undeath as a revenant to pursue their killer.

Life to Undeath^M: Touch attack deals 1d6/level negative energy damage; if subject is slain they are risen as undead.

Necrotic Wave^M: Wave of negative energy deals 5d6 damage to creatures in a massive area, slays Small or smaller subjects.

Spiritual Conduction: Nearby deaths increase your necromancy caster level.

9th-Level Cleric Spells

Death's Burden: Damage in excess of 100 points per round kills subject.

Defiler's Talisman^F: Talisman stores your soul upon death for 1 week/level, serves as focus for *magic jar*.

Undeath to Life^M: Restores undead creature to life.

DRUID SPELLS

0-Level Druid Spells

Brittling: Once-living object becomes fragile.

Ease Suffering: Increase tolerance for pain as DR 1/- against nonlethal damage.

1st-Level Druid Spells

Black Fang: Subject suffers 1d6 negative energy damage and one of their natural weapon's deals 1d6 extra negative energy damage.

Black Lung: Multiple actions and fast movement cause subject to become staggered for 1 round.

Cull, Least: Touch attack deals 1d8 + 1/level negative energy damage; +1 to caster's attacks and saves if target dies, nauseates caster if target lives.

Decrepitate: Reduce carrying capacity by half.

Feeble Body: Damage knocks subject prone.

Wreckless Vigor: Subject provokes attacks of opportunity when it attacks.

2nd-Level Druid Spells

Dead Palate: Bonus to saves against sickened

drinking and becoming tired at the peril of your Constitution.

4th-Level Sorcerer/Wizard Spells

Black Pustule: Foretell means of a creature's death, -2 to AC and saves against that means but +2 AC and saves against other perils.

Curse of Infertility: Subject cannot reproduce.

Necrotic Gyre^F: Pools of blood map necromancy.

Negative Energy Attunement: Negative energy damage cures subject instead of damaging them.

Still Veins: As *lesser still veins* plus become immune to bleeding, paralysis and poison.

Suspend Life: Wail of pain triggers your death for 1 hour/level, awoken with 0 hit points afterward.

Torpor: Subject is fatigued, then staggered, then falls asleep.

5th-Level Sorcerer/Wizard Spells

Animate Shadow: Call subject's shadow into undeath.

Channel Soul^{MF}: Allow a departed soul to assume control of your body.

Symbol of Malice^M: Triggered rune absorbs 10/level points of healing (maximum 150).

6th-Level Sorcerer/Wizard Spells

Necrotic Disjunction: Daze undead creature.

Necromancer's Pariah^M: Subject is affected by spells as if undead, becomes enmity of the living.

Pallid Audience^M: Call audience with departed soul.

Sepulchral Air: Sounds are reduced to murmurs, silencing the target area without preventing necromancy.

Still Veins, Greater: As *still veins* plus gain immunity to Fortitude saves.

Symbol of Corruption^M: Triggered rune converts positive energy to negative energy.

7th-Level Sorcerer/Wizard Spells

Bloody Epidemic: Disease causes 3d8 damage +1/level (maximum +15), spread to nearby creatures through cough.

Myrdethane's Peace^M: Renders a creature unconscious and unaging for 1d4 years as they remain aware of audible surroundings.

Negative Energy Mastery: Energy drain grants a +1 profane bonus to your

spellcasting ability score, your class level worth of temporary hit points and 1 level of free metamagic instead of negative levels.

Phantasmal Detainment^M: Subject's ghost is bound to your plane until it fulfils condition determined by you.

Shadow of Duty^M: Raise subject as undead to perform a single task.

Spirit Herald: Spirits familiar to subjects deliver your message through a dream.

8th-Level Sorcerer/Wizard Spells

Breed Revenant^M: Subject is born into undeath as a revenant to pursue their killer.

Bloody Epidemic, Dormant: Disease lies dormant while you concentrate, causes 3d8 damage +1/level (maximum +15) afterward, spread to nearby creatures through cough.

Spiritual Conduction: Nearby deaths increase your necromancy caster level.

Unspeakable^M: One name becomes terrifying; speaking that name allows you to teleport to the speaker, send 1d4 wraiths to the speaker or bestow the misfortune hex on the speaker.

Witch Blade^F: Slashing weapon binds its next victim into undead servitude for 2d4 rounds.

9th-Level Sorcerer/Wizard Spells

Death's Burden: Damage in excess of 100 points per round kills subject.

Foreboding Presence: Creature within 4 miles that have the ability to detect evil or undead feel your presence, might flee based on your level advantage.

Marked for Death: Subject loses immunities to death effects, energy drain and Fortitude saves, is damaged by negative energy, loses fast healing and must take the lower of two rolls against death effects.

Phantasmal Sovereignty^F: Dominate incorporeal undead as *dominate person* and turn illusion [phantasm] spells back on their caster.

SUMMONER SPELLS

0-Level Summoner Spells

Brittling: Once-living object becomes fragile.

1st-Level Summoner Spells

Black Fang: Subject suffers 1d6 negative energy damage and one of their natural weapon's deals 1d6 extra negative energy damage.

Decrepitate: Reduce carrying capacity by half.
Malaise: Touch fatigues and slows a creature.

2nd-Level Summoner Spells

Conversion: Grant subject's hit points to another; takes worse of two Fortitude saves to grant better of two to another.
Grating Joints: Bone friction causes penalties to various types of attack rolls and defenses.
Replete Undeath: Suffer 1d4 damage per undead to grant them a +4 enhancement bonus to Strength and 5 temporary hit points.
Resist Negative Energy: Ignores first 5 (or more) points of damage per attack from negative energy.

3rd-Level Summoner Spells

Beacon to Undeath^M: Object attracts undead.
Black Fang, Greater: Subject suffers 1d6 negative energy damage/four levels and one of their natural weapon's deals 1d6/four levels extra negative energy damage (max 5d6).
Resist Negative Energy, Communal: As *resist negative energy*, but you may divide the duration among creatures touched.

4th-Level Summoner Spells

Channel Soul^{MF}: Allow a departed soul to assume control of your body.
Negative Energy Attunement: Negative energy damage cures subject instead of damaging them.

5th-Level Summoner Spells

Pallid Audience^M: Call audience with departed soul.

6th-Level Summoner Spells

Necrotic Disjunction: Daze undead creature.

WITCH SPELLS

0-Level Witch Spells

Brittling: Once-living object becomes fragile.
Ease Suffering: Increase tolerance for pain as DR 1/- against nonlethal damage.
Necrotic Trace^F: Residual negative energy leaves aura of necromancy on subject.

1st-Level Witch Spells

Dark Command: One undead subject obeys selected command for 1 round.

Dead of Night: Gain total concealment against creatures using darkvision.

Decrepitate: Reduce carrying capacity by half.

Feeble Body: Damage knocks subject prone.

Malaise: Touch fatigues and slows a creature.

Rot: Meat spoils at your touch; creatures that eat or ate any part are nauseated for 1d4 rounds.

Whisper the Grave: Frighten creatures that can hear you but not see you.

Wreckless Vigor: Subject provokes attacks of opportunity when it attacks.

2nd-Level Witch Spells

Conversion: Grant subject's hit points to another; takes worse of two Fortitude saves to grant better of two to another.
Dead Palate: Bonus to saves against sickened and nauseated, ignore gases for 1 round and gain immunity to the stench ability.
Deathly Respite: Recover hit points and a 1st level spell by becoming mindless.
Grating Joints: Bone friction causes penalties to various types of attack rolls and defenses.
Necrotic Grasp: Touch deals 1d4/level negative energy damage and causes 1d4 Charisma drain.
Replete Undeath: Suffer 1d4 damage per undead to grant them a +4 enhancement bonus to Strength and 5 temporary hit points.
Shadow Tether: Creature can't move into disparate illumination.

3rd-Level Witch Spells

Beacon to Undeath^M: Object attracts undead.
Curse of Infertility: Subject cannot reproduce.
Desecrate Likeness: Portrayal of creature becomes ghastly.
Lifeblood Transfusion: Suffer 1d4+1 ability damage to grant an equal profane bonus to another's score.

Necrotic Surge: Pulse of negative energy deals 1d6/level damage.

4th-Level Witch Spells

Black Pustule: Foretell means of a creature's death, -2 to AC and saves against that means but +2 AC and saves against other perils.
Necrotic Gyre^F: Pools of blood map

This spell functions like black fang, except that the extra damage is equal to 1d6 negative energy damage per four caster levels (maximum 5d6). Also, the subject of this spell suffers 1d6 points of negative energy damage per four caster levels upon receiving the boon (maximum 5d6).

Alternatively, this spell can be used to imbue all of the creature's natural weapons with an extra 1d6 points of negative energy damage (regardless of your caster level). However, the subject suffers 1d6 points of negative energy damage per natural weapon enchanted.

This spell does not enable a natural weapon or unarmed strike to bypass DR/magic, although the negative energy damage is magical.

BLACK LUNG

School necromancy; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

The subject's lungs harden, making it difficult to draw breath. Anytime the subject takes a full-round action, a standard action and move action in the same turn, or moves their full speed, they become staggered for 1 round.

BLACK PUSTULE

School necromancy [language-dependent]; **Level** cleric 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a toad liver)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell forms a black pustule on the subject's skin. You must succeed on a ranged touch attack to hit the subject. The pustule forms in a specific shape to indicate the subject's

most likely means of death (determined by the DM). The subject receives a -2 penalty to AC and saving throws consistent with their prophesied means of death. However, the subject receives a +2 morale bonus to AC and saving throws inconsistent with their prophesied means of death.

Possible shapes include:

- Crescent: Magic
- Horn: Violence (physical damage)
- Serpent: Energy drain (level drain, ability damage and ability drain)

You may attempt a Bluff check opposed by the subject's Heal, Knowledge (arcana) or Sense Motive check (whichever is highest) to convince them that their symbol prophesies any of these three means. Failure negates the spell. If the subject is capable of preparing or casting this spell you may not attempt this check.

BLOODY EPIDEMIC

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

You infect the subject with an extremely swift and contagious disease. The subject suffers 3d8 points of damage +1 per caster level (maximum +15), coughing blood violently. Creatures within the subject's reach must attempt a Reflex save to avoid contact with the blood. Any creature that comes into contact with the blood must save or contract the disease themselves. Every creature that contracts this disease suffers the spell's damage, coughing blood and continuing to spread the contagion. If this effect kills a creature, living creatures within 20 feet of the fallen must succeed at a Fortitude save or contract the disease. Although a creature can be subjected to this save several times over the

course of a single epidemic, no creature can suffer a single *bloody epidemic's* damage more than once.

BLOODY EPIDEMIC, DORMANT

School necromancy [disease, evil]; **Level** cleric 7, druid 7, sorcerer/wizard 8

This spell functions exactly like *bloody epidemic*, except that you may hold the disease in a dormant state by concentrating. A creature infected with a *dormant bloody epidemic* bears no outward indication that he is infected until you stop concentrating, at which point the creature takes damage and spreads the *bloody epidemic* as normal.

As soon as the subject moves out of range, the *bloody epidemic* spreads as if you had ceased concentration.

Detect magic allows a caster to recognize this spell in its dormant state with a DC 23 Spellcraft check.

BREED REVENANT

School necromancy [evil]; **Level** cleric 8, sorcerer/wizard 8, witch 8

Casting Time 1 hour

Components V, S, M (an unjustly acquired gem worth 500 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one slain corpse whose killer is a living creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You infuse the corpse of one slain creature with a dangerous combination of negative energy, injustice and hatred. The subject is born into undeath as a revenant. Although the subject need not have been murdered, only slain, it treats its slayer as a murderer for the purpose of revenant abilities.

The caster has no control over the revenant, although revenants risen by this spell typically ignore creatures that do not attempt to interfere with their vengeance.

This spell must be cast at night.

BRITTLING

School necromancy; **Level** bard 0, cleric 0, druid 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

Material that was once a part of a living being, such as bone or paper, becomes brittle. The object is instantly aged, typically evidenced by dust, minor cracks and scratches. Any creature touching an object affected by this spell must succeed at a DC 10 Dexterity check, or the object crumbles to ash. Material that was never part of a living being or is still a part of a living being is unaffected by this spell.

Magic objects are unaffected by this spell.

CHANNEL SOUL

School necromancy; **Level** alchemist 5, cleric 4, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, M (onyx dust worth 1,000 gp) or F (an object that belonged to the departed)

Range personal

Effect departed soul assumes your body

Duration concentration

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

With the utterance of a name, this spell allows a departed soul that is willing and able to return to your plane of existence to inhabit your body. Creatures may interact with your body as if it were the departed soul and the departed soul may act as if it were you, however this spell does not necessarily increase the departed soul's disposition toward any creature.

There is a chance that a demon assumes the role of the subject you call, in which case it will attempt to mislead its audience or destroy your

body, whichever seems more disastrous. The chance that the spell attracts a demon is equal to 30 percent minus 1 percent for every point of control you have (the DM makes this roll secretly). A demon is not expelled when you cease concentration, though it may choose to leave your body to avoid raising suspicion. If it does not, you receive a Will save every turn to expel it.

Factor	Control
Immediate access to soul's unfinished business	+15
Person dear to soul is in your company	+10
Soul's body received a proper burial	+8
Caster is an oracle	+5
Caster bears soul's skull	+4
Caster is a summoner	+3
Caster and subject share alignment	+2 per matching axis
Performed service to soul's community	+2
Moon on your plane is in its fullest phase	+1 each
This spell is cast in a graveyard, etc.	+1
Caster has a Charisma modifier	+(half modifier)

If you are slain while the foreign spirit inhabits your body, you are treated as if you had been slain by a death effect for the purpose of resurrection.

CONSECRATE VISCUS

School necromancy; **Level** cleric 1

Casting Time 1 minute

Components V, S, DF

Range touch

Target entrails touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Through holy rite you transform the fats and organs of a single fallen creature into sanctimonious food. Regardless of the target viscera's age or condition, it is safely purged of disease. Any creature who partakes of consecrated viscera receives a +1 sacred bonus to Fortitude saves for 10 minutes per caster level. This duration is extended to 1 hour per caster level for creatures that share your deity. Consecrated viscera remain edible for 10 minutes per caster level before spoiling.

Consecrate viscus counters and dispels *rot*.

CONVERSION

School necromancy; **Level** alchemist 1, cleric 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target two living creatures

Duration 10 min./level

Saving Throw Fortitude negates (harmless);
Spell Resistance yes

You facilitate the transfer of vitality between two creatures. One creature within range may voluntarily suffer nonlethal damage equal to 1d8 +1 per caster level (maximum +10). Another willing creature within range gains an equal number of temporary hit points. Additionally, the next time each subject makes a Fortitude save before the end of *conversion's* duration, they must roll twice. The subject that suffered nonlethal damage must take the lower roll of their two rolls; the subject that gained temporary hit points must take the higher of their two rolls.

When cast by an alchemist, the caster takes nonlethal damage the moment he creates the extract. The creature that drinks the extract gains an equal number of temporary hit points when it drinks the extract. When making the first Fortitude save within 10 min./level of creating the extract, the alchemist must roll twice and take the lower result. When making the first Fortitude save within 10 min./level of drinking the extract, the creature that drank the extract

NECROTIC GYRE

School necromancy; **Level** antipaladin 4, bard 4, cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 minute

Components V, S, F (a map of your area and a sharp instrument)

Range personal

Area up to 1-mile radius

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

This spell identifies the age, location and general potency of all necromancy in your area. After cutting your hand and rubbing it in a circular motion over the map, this spell pools your blood in the depiction of any location that contains necromantic dweomers or undead creatures. The darker the pool, the stronger the magic. The dryer the blood, the older the magic. You may use a highly detailed map of your immediate proximity, as opposed to a general map of your area, in which case this spell can be used to identify necromancy in specific rooms or even particular objects and stationary creatures.

The caster may taste the blood of any one pool per casting, allowing a Spellcraft check to identify the exact spells or creatures depicted by that pool (DC 15 + spell level, or DC 15 + HD).

When cast by an antipaladin or inquisitor, the caster may taste one pool per three caster levels, though each pool may only be tasted once.

NECROTIC SURGE

School necromancy; **Level** magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a handful of oxidized silver flakes)

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

Negative energy pulses through the target

area, pounding away the vitality of living creatures caught within. Each target suffers 1d6 negative energy damage per caster level (maximum 10d6).

Because this negative energy is emitted as a wave, it also jars loosely set materials, such as papers or table settings.

NECROTIC TRACE

School necromancy; **Level** bard 0, cleric 0, magus 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components S, F (a black lens)

Range close (25 ft. + 5 ft./2 levels)

Target one creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You impose a faint aura of necromancy on the subject. The aura has no outward ramifications, although it can be discerned by *detect magic* or a similar ability. This spell does not cause the caster to radiate a magical aura, and it is generally impossible to determine that the aura radiated by the subject was imposed upon them via this spell.

The somatic component of this spell is comprised of rubbing a finger over the focus, which makes it very difficult to tell that this spell is being cast.

NECROTIC WAVE

School necromancy [death]; **Level** cleric 8, druid 8, witch 8

Casting Time 1 standard action

Components V, S, M (a yellow sapphire locust worth 2,000 gp)

Range long (400 ft. + 40 ft./level)

Effect 60-ft. high, 40-ft./level radius wave of death washes over an area

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

You unleash a torrent of negative energy that roars through an area, leaving only the smouldered ruin of life in its wake. For half a

creature's HD, base attack bonus, saving throws and skill points. If the subject died of old age, they receive 1d4 years of borrowed time.

This spell's material component is not consumed unless the subject is incorporeal or their body was mangled during death. An incorporeal or mangled subject reduces the black diamond to ash, but their body is miraculously restored. Otherwise, this spell merely purifies the component, changing it into a regular diamond of equal value.

UNDYING RESOLVE

School necromancy; **Level** witch 9

Casting Time 1 round

Components V, S, F (a staff or slashing weapon worth at least 18,000 gp)

Range medium (100 ft. + 10 ft./level)

Area 40-ft.-radius burst

Duration 1 round

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Fallen creatures within this spell's area that count themselves among your allies rise to fight at your side. When the spell is cast, all friendly dead or dying creatures within the burst may immediately stand as a free action. They are brought to one-fourth their maximum hit points and suffer -4 penalties to attack rolls, AC and saving throws, but may act as if alive for a single round. At the beginning of your next turn, formerly dead subjects return to death, and formerly dying targets are reduced to -1 hit point.

UNLIVING VOID

School necromancy [evil]; **Level** antipaladin 4, cleric 4, druid 4, inquisitor 4, magus 4, witch 4

Casting Time 1 standard action

Components V, S, M (a lead ball)

Range touch

Target living creature touched

Duration 1 round/level or 1 round; see text

Saving Throw none; **Spell Resistance** no

At your touch, a winding film of negative energy amasses in a bleak void around the subject. *Unliving void* swallows 5 hit points worth of healing per caster level (maximum 50) before collapsing. Until the void collapses, not only are healing effects negated, but the subject's DR is reduced by 1 point per four caster levels (maximum 5). Any spell or effect that restores more than 50 hit points to the subject automatically dispels *unliving void* and is not diminished by it.

UNSPEAKABLE

School necromancy [curse, emotion, evil, fear]; **Level** sorcerer/wizard 8, witch 8

Casting Time 10 minutes

Components V, S, M (a mockingbird gullet and sapphire worth 25,000 gp)

Range unlimited

Effect one name becomes unspeakable

Duration permanent

Saving Throw see text; **Spell Resistance** yes

You curse a creature's name, condemning any who speak it to dire consequences. A cursed name becomes grave and sinister, frightening to think upon, much less speak. Choose one of the following consequences:

- You may descend on any speaker within 1 minute of the name being spoken as if by *greater teleport*, and you appear in *gaseous form* (CL 10). You may only choose this consequence if you curse your own name.
- 1d4 wraiths are summoned to the speaker's location.
- The speaker suffers misfortune, as the hex, for 7 days. If no serious ill befalls the speaker within 7 days, they must succeed on a Will save or suffer *insanity*, as the spell.

The cursed name is context-specific. For example, in cursing the name of King Richard, only speakers who use the name Richard to refer to the king suffer *unspeakable's* effect; speakers referring to Richard the stable boy are not imperiled.