DUALINK

Straw Doll Technique



JJK Edition

Straw Doll Technique

School: Necromancy
Level: 3
Casting Time: 1 action
Range: 200 feet
Components: V, S, M (a piece of the target or an object belonging to the target)
Duration: Concentration, up to 1 minute
Classes: Warlock, Wizard, Sorcerer, Cleric (Grave Domain)

This spell forges a dark connection between you and your target through a straw doll, empowered by a belonging or body part of the target. Upon casting, the target must succeed on a Constitution saving throw or take 4d8 force damage (half damage on a successful save). Using a body part as the material component allows the spell to bypass the target's piercing and slashing resistances.

Cursed Link

On a failed save, besides taking damage, the target is cursed for the spell's duration. The caster knows the position of the target at all times, and the target's vulnerabilities become apparent, granting the caster advantage on the next attack roll or spell targeting one of these vulnerabilities.

DUALINK

Straw Doll Technique

School: Necromancy
Level: 3
Casting Time: 1 action
Range: 200 feet
Components: V, S, M (a piece of the target or an object belonging to the target)
Duration: Concentration, up to 1 minute
Classes: Warlock, Wizard, Sorcerer, Cleric (Grave Domain)

Sympathetic Agony

As a bonus action on your turn while the link is active, you can cause the target to suffer 1d4 psychic damage, a manifestation of the cursed link's torment. This action does not require concentration but is contingent on the initial spell dealing damage.

Severance Shock

Should the target or any ally attempt to break the cursed link with magic or other interventions before the spell ends, the target must make another Constitution saving throw or suffer 2d8 necrotic damage as the link is forcibly severed.

DUALINK

Straw Doll Technique

School: Necromancy
Level: 3
Casting Time: 1 action
Range: 200 feet
Components: V, S, M (a piece of the target or an object belonging to the target)
Duration: Concentration, up to 1 minute
Classes: Warlock, Wizard, Sorcerer, Cleric (Grave Domain)

At Higher Levels

Casting this spell using a spell slot of 4th level or higher increases the initial force damage by 1d8 for each slot level above 3rd. Additionally, the duration of the cursed link extends significantly with higher-level slots:

5th Level: Duration extends to 1 hour.
7th Level: Duration extends to 24 hours, and the target is unaware of the casting of the spell.
9th Level: Duration persists until cured by magic such as remove curse or similar means.