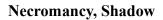
Chill Touch



Level: 1 Range: 0 Components: V, S Casting Time: 1 Duration: 3 rds. + 1 rd./level Area of Effect: The caster Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds, plus 1 round per level of the caster.

Notes: Common spell (PHB).

