

Choke

Conjuration/Summoning, Necromancy

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: One creature, ogre size or less

Saving Throw: $\frac{1}{2}$

By means of choke, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demi-human, or humanoid of ogre size or less and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell. Each round, the victim suffers 1d4 points of damage from the choking hands, however, a victim who makes a successful saving throw suffers half damage each round (round up). The victim makes all attack rolls at a -2 penalty while affected by spell.

The choke spell can be negated by dispel magic or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The spell ends if the caster dies or loses consciousness.

The material component for this spell is a handkerchief or similarly sized piece of cloth that has been tied in a knot.

Notes: Uncommon for conjurers and necromancers; otherwise rare.