Darkbolt - Alhoon

Evocation

Level: 5
Range: 0
Components: V, S, M
Casting Time: 5
Duration: 1 rd. + 1 rd./level
Area of Effect: The caster, creates 2 tentacles
Saving Throw: Special

This spell causes a black, rubbery tentacle to spring from each of the caster's hands. These eel-like members leap through the air at up to two targets of the caster's choice up to 30 feet away, striking with the caster's THAC0 and a +3 attack roll bonus.

If a tentacle misses, it wriggles back to the caster during the next round, and then can be hurled again in the third round (by act of will; the caster can cast other spells or take other actions during the second round).

If a tentacle hits, the victim takes damage equal to 1d4 hit points, plus 1 point per level of the caster. Further, the victim must save vs. spell. If the save succeeds, the tentacle inflicts ld4 points of damage upon the victim on the next round and fades away forever.

If the save fails, the victim takes double damage and is constricted by the tentacle, which inflicts 2d4 points of damage per round thereafter until the spell expires or the victim gets free (whereupon the tentacle fades away). Each round, apply tentacle damage, and then roll ld20 for the tentacle and the victim; if the victim's result is higher, be has torn free. Once a tentacle hits, it cannot change to another target.

The material component of this spell is the whole or partial body of a dead worm or snake, a piece of octopus or squid tentacle, or part of a roper's strand or a pseudopod from a mimic or other creature able to extrude appendages.

Notes: Restricted to alhoon (undead illithids); common.