

Necklace of Strangulation (cursed)

(from the 1e Dungeon Master's Guide)

A necklace of strangulation can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of an *alter reality*, *limited wish*, or *wish* spell. The wearer suffers 6 points of strangulation damage per round until dead. The necklace remains clasped around the character's throat until he or she is a dry skeleton. It can be reused.

XP Value: —

GP Value: 1,000