

Blackmantle

Enchantment, Necromancy

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 15-ft. radius

Saving Throw: Neg.

The blackmantle spell creates a shimmering aura around each creature within the area that fails a saving throw vs. spell. The aura negates all healing and regeneration while the spell effect lasts. For instance, a potion of healing has no effect on a creature under the influence of a blackmantle spell, a troll cannot regenerate lost hit points, and cure light wounds spell or staff of curing is useless.

If the saving throw is failed, the creature is affected for 1 turn per level of the caster. If the creature is still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a ring of regeneration resumes its function. Healing magic applied after the spell wears off works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad.

Notes: Restricted to necromancers; common.