

Cold Curtain - Dragon



Necromancy

Level: 8

Range: 0

Components: V

Casting Time: 2 rds.

Duration: Special

Area of Effect: 1 doorway or portal

Saving Throw: Neg.

This is another warding spell quite similar to door of death. Using this spell, the draconic caster can ward a particular doorway or portal so that any creature who tries to pass through the portal without first speaking a word of command is immediately the subject to a modified form of energy drain. A portal protected by a cold curtain spell radiates a strong aura of necromantic magic, and the warded area has a temperature some 20° F. lower than the area outside the curtain. (Here the word "portal" can also refer to a cave opening or tunnel no more than 30 feet in diameter.) The portal so warded must be the only entrance into a room or chamber no larger than a volume of 8,000 cubic feet (a cubic room 20 feet on a side, for example).

A single application of this spell can drain up to 30 Hit Dice or levels of creatures before becoming inert. Each creature passing through the portal rolls a saving throw vs. wands with a -2 penalty; a successful saving throw means that the creature is unaffected.

A failed saving throw means that the creature is subject to the full effect of the cold curtain spell. As soon as this creature passes through the portal, it loses one level or Hit Die (as if struck by a wight). A monster loses 1 Hit Die permanently, suffering losses in both hit points and attack ability. A character loses a level, a Hit Die, hit points, and abilities permanently (until regained through adventuring, if applicable).

At the end of each round that a creature remains within the area warded by the cold curtain, it loses another level or Hit Die (no saving throw against these subsequent losses). This loss continues each round until the creature steps back through the curtain outside the warded area. (This passage from inside to outside doesn't cause another level loss.)

The curtain can affect any number of creatures simultaneously. When it has drained a total of 30 Hit Dice or levels, the spell terminates.

Note that only the doorway or portal itself is warded. An individual could conceivably smash through or otherwise penetrate the wall next to the door and enter safely.

While casting the spell, the dragon can choose whether or not the warding is to be visible. If the dragon chooses visibility, the portal is covered by a faintly shimmering blue glow that is totally transparent; this glow isn't bright enough to be seen in full daylight, but it is obvious under twilight or darker conditions.

Notes: Restricted to dragons; uncommon. Known to be in the Draconomicon.