

## Dauntra's Cloak

Necromancy, Alchemy



Level: 6

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell protects the recipient against all known venom and poisons (including poisonous gases, but not choking smoke or other physical airborne dangers) in the caster or another being touched during casting. Despite its name, the spell is not a visible aura, shield, or cloak, but an internal body state that automatically negates any poison coming into contact with it - allowing a being who knows he'll face poison to prepare for it beforehand.

The spell duration is based on the caster's level. The spell is thought to be effective on all mammalian creatures, and it requires a human hair and at least two drops of a known (liquid) poison in its casting.

Notes: Rare or very rare spell. (Updated from DRAGON Magazine.)