

HOW I RUN IT's DWEOMER DAY: OLD SPELLS MADE NEW

GRIMWALD'S GRAYMANTLE

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, M, S (a piece of bone from an undead carved into a tapering stick and rubbed with graveyard dirt)

Duration: Concentration (up to one hour)

Upon casting this spell, the target must make a Constitution saving throw or be enveloped in a mantle of cold gray light which gives them disadvantage on any stealth-check to hide from sighted creatures or any undead. Furthermore, while under the spell's effect, the target is unaffected by any kind of healing of 5th level or lower, regardless of the source, whether it be *healing word*, *cure wounds*, or other magical source, such as a potion. Nor does a target benefit from any natural healing or innate abilities such as a troll's regeneration or a fighter's second wind ability. Healing spells of 6th level or greater allow the target to make a new saving throw, with a success meaning the graymantle dissipates and the healing spell functions as normal.

SOURCE

Greenwood, Ed. "Pages from the Mages III." *Dragon Magazine* #92 (December 1984) - p. 39.