

Blacklight



Alteration

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 20-ft. radius globe

Saving Throw: Special

Upon casting this spell, the wizard creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and infravision, but the caster can see and move normally within the black-lit area. The caster can attack and cast spells normally within the limits of his blacklight. Each round, every other creature in the blacklit area is allowed saving throw vs. spell at -3. Those who succeed can see as the wizard does for that round, while those who fail are wrapped in total darkness. Those outside the sphere cannot see into it.

Normal and magical lights are doused by the blacklight. The casting of a light, continual light, or dispel magic spell to counter this spell destroys the blacklit area.

Creatures within the blacklit area have a -4 penalty to attack rolls and saving throws and have their Armor Class reduced by 4. Those with blind-fighting proficiency are penalized by only -2 to their attack rolls and saving throws and have no penalty to Armor Class.

The caster of a blacklight spell can end it at will, though continuous concentration is not necessary to maintain it. Note that spells that depend on visual effects (such as illusions) do not function if the victim cannot see them.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Notes: Very rare. Known to be in Selvars Ineffable Conjurations, Magic, and Phantasms.