

# Color Spray



## Alteration

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 5 x 20 ft. wedge, 20-ft. long

Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. These make a triangular plane, 5 feet wide at the caster's end opening to 20 feet wide at the far end, which ends 20 feet from the caster.

From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures above the level of the spellcaster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell. Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow, and blue.

Notes: Common spell (PHB).