

Dancing Lights



Alteration, Fire

Level: 1

Range: 40 yds. + 10 yds./level

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

When a dancing lights spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire.

The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level light spell), and it winks out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

Notes: Common spell (PHB).