

Darkness, 15' Radius

Alteration, Shadow

Level: 2

Range: 10 yds./level

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 2

Area of Effect: 15-ft. radius

Saving Throw: None

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a light or continual light spell is used. In the former event, the darkness spell is negated by the light spell, and vice versa.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Notes: Common spell (PHB).

A third-level variant of the darkness spell is thought to exist, developed by drow. It is immobile, centered on the caster's location, and lasts for one turn per level.