

Dazzle - Red Wizard



Evocation

Level: 2

Range: 10 yds. + 10 yd./level

Components: V. S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 15-ft. radius

Saving Throw: Neg.

This spell creates a blinding flash of light in its area. Everyone within the area of effect who fails a saving throw vs. spell is subject to a -4 penalty on initiative rolls, attack rolls, and proficiency checks. Dazzled individuals receive a -20% penalty to all thief abilities. Effects of this spell last for 2d4 rounds.

Notes: Common for the Red Wizards of Thay; otherwise rare.