

Eye-Shield - Dragon Knight



Invocation/Evocation

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: none

This spell causes the subject's eyes to be protected from all dazzling conditions and targeted magical effects that impair vision, although there is no tangible barrier before the creature's eyes. An individual protected by this spell suffers no penalties to vision or attack rolls due to glare from the sun or from spells such as blindness or a darkness spell cast to blind. It does not allow normal vision in areas of magical darkness nor does it counter the effects of dim lighting or natural darkness.

Notes: Restricted to Dragon Knights of Krynn (in the DRAGONLANCE setting) and those trained by them; common.