

# Flash



## Alteration

Level: 2

Range: 0

Casting Time: 1

Components: V, S

Duration: Special. maximum 2 rds./level

Area of Effect: Thin beams, 90 feet long

Saving Throw: Special

By means of this spell, the caster can release a series of flashing, multi-colored beams of light from his fingertips in a dazzling display.

The caster generates two light beams for each level of experience. These can be released as rapidly as three per round or as slowly as one per round. The beams can be of any color; they are 90 feet long. They are stopped by physical objects, visual illusions, and any magical force spell of 4th level or greater, such as minor globe of invulnerability, wall of force, and similar spells.

A creature is struck by a ray and dazzled unless the caster deliberately avoids the eyes, or unless the creature makes a successful saving throw vs. paralyzation. Dazzled creatures receive a penalty of -1 to attack rolls made during the next round. Only one creature can be dazzled by a single ray. The dazzling effect is not cumulative for multiple beams (multiple saving throws can be forced), but can be extended by hits in later rounds. Blind or eyeless creatures cannot be dazzled. Multiple creatures can be dazzled, provided they are within 10 feet of each other.

The caster can take actions other than spellcasting during the round in addition to the dazzling effect, and can end this spell at will.

Notes: Rare spell. Known to be in Myrl's Text.