

Flashburst - Red Wizard



Evocation

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 20-ft. radius sphere

Saving Throw: Special

This spell creates a blinding flash of light. All sighted creatures caught in its area or looking at the effect when it goes off are blinded for the next round. Further, they must make a saving throw vs. spell; failure blinds a creature for 2d10 rounds. Blinded creatures have a -4 penalty to attack rolls. Thief skills requiring sight are at -20%; non-weapon proficiencies may be affected at the DM's option.

Forewarned creatures can avoid the effects merely by closing their eyes if in the area or averting their eyes if not in the area.

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