

# Flashlight

## Alteration

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 3 turns/level

Area of Effect: Beam, 30 ft. + 10 ft/level

Saving Throw: None

This spell generates a beam of light a few inches in diameter. An opaque object can block the beam. The wizard can turn the beam off and on, instantly, at will.

The beam is not equal to sunlight, but it can disorient a light-sensitive creature (drow, derro, duegar, svirfneblin, mind flayer, etc.) if played across the creature's face. One creature per round can be so affected and must save vs. spell. Failure means the creature suffers its standard penalty for light for 1d6 rounds. A thief hiding in shadows who might be caught by the beam must reroll for hiding and is detected if the roll fails.

Any magical darkness cast against the wizard for the purpose of extinguishing the flashlight will do so and is expended.

The material component for the spell is a dozen dried fireflies.

Notes: Very rare spell. (Updated from POLYHEDRON Newszine.)