

# DARKNESS

EVOCATION - DARKNESS

CASTING TIME



COMPONENTS

M, S, V

RANGE

120FT

DURATION

1MIN

AREA

20FT BURST

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness. This also suppresses magical light of your darkness spell's level or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

**Heightened 4th :** Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. They treat targets seen through the darkness as concealed.