CANTRIP 1 LIGHT

EVOCATION - CANTRIP, LIGHT

CASTING TIME COMPONENTS

S, V

RANGE Touch

DUBATION Until Next Daily PREPARATIONS

TARGET 1 OBJECT

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the light spell on the first object ends.

Heightened 4th: The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).