

Light*



120'



6 turns + 1/level



Creates a light like a torch. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, creates an area of darkness just as described above. It blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa).

May be used to blind an opponent (save vs. Death Ray).



BF 25

