

Continual Light*



360'



1 year/level



Creates a spherical region of light, as bright as full daylight up to a 30' radius, with light of lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature.

As with **light**, this spell can be used to blind a creature (save vs. Death Ray). If the save is made, the spell is cast into the air just behind the target creature.

The reversed spell causes complete absence of light.



BF 19

