



## Faint

### Driftglobe



The nightworms of Jarko'tu'ta have imbued this globe with their magic and fears. When used to emanate the *light* spell, ALL of the light generated is dim. This does not affect the *daylight* spell.

If Faint is lit when it is within 120ft of a Duergar, it goes out and can be reactivated again normally and will stay on regardless of further Duergar presence until deactivated. If it is off when within 120ft of a Duergar, it begins to pulse with soft light.

Icon by Lorc

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