

Candle of Invocation

March 10, 2023



Wondrous item, very rare (requires attunement)

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the [detect evil and good](#) spell. The GM chooses the god and associated alignment or determines the alignment randomly.

d20	Alignment
1-2	Chaotic evil
3-4	Chaotic neutral
5-7	Chaotic good
8-9	Neutral evil
10-11	Neutral
12-13	Neutral good
14-15	Lawful evil
16-17	Lawful neutral
18-20	Lawful good

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st* level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the [gate](#) spell with it. Doing so destroys the candle.