

# DAZE

ENCHANTMENT - CANTRIP, MENTAL, NONLETHAL

CASTING TIME



COMPONENTS

S, V

RANGE

60FT

DURATION

1 ROUND

SAVING THROW

WILL

TARGET

1 CREATURE

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

**Heightened +2** : The damage increases by 1d6.