

BLINDNESS OR DEAFNESS

2nd level necromancy

⚙ Casting Time: Action

🎯 Range: 30ft

⌚ Duration: 1 minute

BARBARIAN
BARD
CLERIC
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
FIEND
WIZARD

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



VERBAL

SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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