Blindness/Deafness

Source: Player's Handbook

2nd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

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.

Spell Lists. Bard, Cleric, Sorcerer, Wizard

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