

Blindness

Illusion/Phantasm

Level: 2

Range: 30 yds. + 10 yds./level

Components: V

Casting Time: 2

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

The blindness spell causes the victim to become blind, able to see only a grayness before its eyes. Various cure spells will not remove this effect, and only a dispel magic or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a ~ penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Notes: Common spell (PHB).