

Cause Blindness or Deafness



Necromancy

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

The cause blindness or deafness spell inflicts the chosen disability on a creature if a successful touch attack is made and the creature touched fails a saving throw vs. spell. The blindness or deafness inflicted is of a magical nature.

- **Blindness:** The creature suffers a -4 penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty to its initiative rolls.
- **Deafness:** The creature suffers a -1 penalty to its surprise roll, a +1 penalty to its initiative rolls, has a 20% chance of spell failure for spells with verbal components, and can react only to what it can see or feel.

The affliction can be removed by an appropriate curing spell or by the caster, who can negate the affliction at will. The dispel magic spell is not effective. Unlike the 3rd-level priest spell. cure blindness or deafness, this spell has no reversed form. This spell is often used in combination with the second-level spectral hand spell. Casting this spell is an evil act

Notes: Restricted to necromancers and evil witches; uncommon.