

Deafness

Illusion/Phantasm

Level: 2

Range: 60 yds.

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

The deafness spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This deafness can be done away with only by means of a dispel magic spell or by the spellcaster.

The material component of this spell is beeswax.

Notes: Common spell (PHB).