




Includes a **FORM FILLABLE PDF** for each school of magic!


Blindness/  
Deafness


2nd Lvl


Necromancy

1 Action

30 ft


1 Min.

No

V

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.





Bard | Cleric | Sorcerer | Wizard


Basic Rules, pg. 219


Spare the  
Dying


Cantrip


Necromancy

































Fill out any additional spells you want!