

Spray Of Cards

2nd-Level Conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M a deck of cards

Duration: Instantaneous

You spray a 15-foot cone of spectral cards. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d10 force damage and has the blinded condition until the end of its next turn. On a successful save, a creature takes half as much damage only.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Spell Lists: Bard, Sorcerer, Warlock, Wizard

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