

Blinding Smite



The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

3



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Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Evocation