

# Spray of Cards



You spray spectral cards from your hands or sleeve; the cards blind or slash at your enemies, and then vanish. Choose one of the following effects for the cards:

- **Blinding Cards.** Each creature in a 15-foot cone must succeed on a Wisdom saving throw or be blinded until the end of their next turn.
- **Cutting Cards.** Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d10 force damage on a failed save or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage of cutting cards increases by 1d10 for every two slot levels above 2nd

2



**Casting Time:** 1 action

**Range:** 15-foot cone

**Components:** V, S, M (a deck of cards)

**Duration:** Instantaneous

*Conjuration*