

## **Bafflement - Pluma**



### **Enchantment/Charm**

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 being

Saving Throw: Neg.

By use of this spell, the caster can make someone he is speaking to become confused and disoriented. The baffled being is incapable of any rational action or conversation, and will sit quietly, mumbling to himself. If the being is attacked, the spell is broken as soon as the first damage is inflicted.

The caster and subject must be engaged in conversation for the spell to work. The caster must make eye contact with the subject to enact this spell.

Notes: Restricted to practitioners of pluma magic (the Maztica setting); common.