

# Bewilder



## Enchantment/Charm

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 creature/level, 20-ft. radius

Saving Throw: Neg.

A creature affected by this spell loses its sense of direction and purpose. When the spell takes effect, the creature immediately forgets its destination or intended action and finds itself lost. The bewildered creature forgets whatever it was about to do. This includes attacking an opponent, casting a spell, following a trail or map, or simply going about daily business.

An affected creature finds itself lost regardless of its surroundings. It suddenly feels that it has never seen the area before, even in places as familiar as its homeland or even its own living quarters. It has no idea of its location or how it arrived there.

A bewildered creature can recognize its own belongings and comrades, friends, or relatives. It is not any more susceptible to trickery, or to spells such as charm, suggestion, hold, or spells of an illusionary nature.

A bewildered creature in combat loses an entire round of actions. On the following round, an Intelligence check is necessary to resume combat; however, a creature in melee resumes fighting hostile opponents in self-defense, although it may not realize who or why it is fighting. The bewildered creature will obey the commands of its comrades if a successful Intelligence check is made.

A bewildered spellcaster forgets the spell he was about to cast and, if casting, the spell is lost. Casting is impossible for the duration of the bewilderment, but once the spell has worn off the individual can resume casting any remaining memorized spells.

The material component is the eye of any creature and a bit of wool.

Notes: Uncommon for enchanters; otherwise rare.