

# Circle of Blindness



## Abjuration, Alteration

Level: 8

Range: 240 yds.

Components: V, S

Casting Time: 8

Duration: 3 turns

Area of Effect: 30-ft. radius

Saving Throw: None

This spell is used to delay and confuse enemies. Within the area of effect, the spell neutralizes normal and magically enhanced vision and hearing. It also suppresses the effects of the following spells: ESP, detect invisibility, detect evil/good, detect magic, locate object, seek, clairvoyance, infravision, wizard eye, and magics of similar effect. The spell also renders useless any magical item that offers any sort of detection ability. It does not affect true seeing or find the path.

The circle is immobile and victims may blunder out of the area of effect. The only ways to end the spell before it wears off are wish spells of any sort, the dispel enchantment spell, or the intentional ending of the spell by the caster. All witches are immune to the effects of this spell.

Notes: Common for witches; otherwise very rare. (Updated from DRAGON Magazine)