

Confusion (Spell)

March 6, 2023



4th-level enchantment

Casting Time: 1 action

Components: VSM three nut shells

Range: 90 feet

Duration: Concentration, up to 1 minute

This spell assaults and twists creatures’ minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can’t take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

Table- Confusion Behavior

d10	Behavior
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1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn’t take an action this turn.
2-6	The creature doesn’t move or take actions this turn.
7-8	The creature uses its action to make a melee attack

against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |

| 9-10 | The creature can act and move normally. |

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At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.