

Confusion



360'



2 rounds+1/level



Causes up to 3d6 living creatures within a 30' radius circle around the target point to become confused, making them unable to determine what they will do (save vs. Spells).

Roll a d20 for each subject each round to see what it does. 1-2: attack caster, 3-4: act normally, 5-10: do nothing, 11-14: flee from caster, 15-20: attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically retaliates on its next turn.



BF 18

