

CONFUSION

BARBARIAN
BARD
KNOWLEDGE
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD

4th level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 90ft
- ⌚ Duration: © 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10ft-radius sphere centred 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 behaviour for that turn. 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.

See PHB for more information.

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



VERBAL



SOMATIC



MATERIAL

Three nut shells

PLAYER'S
HANDBOOK

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