

# Chaos



## Enchantment/Charm

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Up to 40-ft. cube

Saving Throw: Special

This spell is similar to the 4th-level confusion spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or Hit Dice than the caster's level. The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level.

Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

### D10

#### Roll Action

1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (humans walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

Notes: Common spell (PHB).