

# Haywire

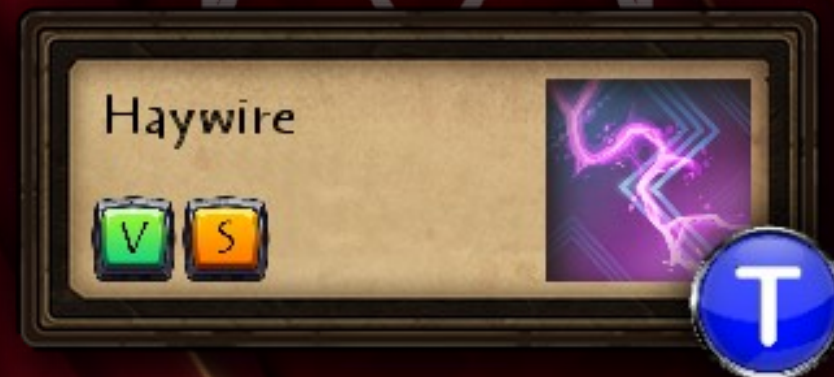


This spell plays havoc with electronic devices, making the use of such devices all but impossible. Each electronic device in a 10-foot-radius sphere centered on a point you choose within range is subject to random behavior while it remains within the area. A device not held by a creature is automatically affected. If an electronic device is held by a creature, that creature must succeed on a Wisdom saving throw or have the device affected by the spell.

At the start of each of your turns, roll a d6 for each affected device to determine its behavior. Except where otherwise indicated, that behavior lasts until the start of your next turn while this spell is in effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere affected by the spell increases by 5 feet for each slot level above 3rd.

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**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*Enchantment*<sup>T</sup>