

# STINKING CLOUD

3<sup>rd</sup> level conjuration

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

You create a 20ft radius sphere of yellow, nauseating gas centred on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

BARBARIAN  
BARD  
CLERIC  
SWAMP/UNDERPARK  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
FIEND  
WIZARD



VERBAL



SOMATIC



MATERIAL

A rotten egg or several  
skunk cabbage leaves

PLAYER'S  
HANDBOOK

278