

CLOUDKILL

BARBARIAN
BARD
CLERIC
UNDERDARK
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

5th level conjuration

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ 10 minutes

You create a 20ft-radius sphere of poisonous, yellowish green fog centred on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10ft away from you at the start of each of your turns, rolling along the surface of the ground.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.



VERBAL



SOMATIC

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PLAYER'S
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222