

STORM OF VENGEANCE

9th level conjuration

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

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

A churning storm cloud forms, centred on a point you can see and spreading to a radius of 360ft. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000ft beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes. Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

See PHB for more information.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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