

WIND WALK

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

6th level transmutation

- ⚙ Casting Time: 1 minute
- 🎯 Range: 30ft
- ⌚ Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300ft and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60ft per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.



VERBAL



SOMATIC



MATERIAL

Fire and holy water