

# Investiture of Wind

*6th-Level Transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:

Ranged weapon attacks made against you have disadvantage on the attack roll.

You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.

You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

**Spell Lists:** Druid, Sorcerer, Warlock, Wizard

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