

# Wind Walk

*6th-Level Transmutation*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M fire and holy water

**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 300 feet 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 60 feet 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.

**Spell Lists:** Druid

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Revision #1

Created 19 May 2025 16:56:10 by Admin

Updated 19 May 2025 16:57:39 by Admin