

VERTIGO

8th-level enchantment (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a swirl of magic that affects the sense of balance of up to five creatures that you can see within range. Targets must make a Constitution saving throw. On a failed saving throw, a creature is affected with vertigo until the spell ends.

A creature afflicted by vertigo suffers the following effects:

- It has disadvantage on attack rolls and on Wisdom (Perception) checks.
- Its speed is reduced to 10 feet, and it cannot fly or climb, regardless of its abilities.
- It cannot make more than one weapon attack each turn, regardless of its abilities.
- It takes maximum damage from falls.
- It automatically fails all Dexterity saving throws, Dexterity ability checks, and saving throws made to avoid falling prone, except those caused by this spell.
- Attacks made against it have advantage, and score a critical hit on a roll of 18-20.
- At the beginning and end of each of its turns, if it is standing, it must make a Dexterity saving throw with disadvantage. On a failed saving throw, it falls prone.



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