

New Spells

CLERIC SPELLS

4TH LEVEL

Conjure minor fiends (conjunction)

8TH LEVEL

Conjure fiend (conjunction)

DRUID SPELLS

3RD LEVEL

Conjure plants (conjunction)

RANGER SPELLS

3RD LEVEL

Conjure plants (conjunction)

SORCERER SPELLS

5TH LEVEL

Conjure slaad (conjunction)

9TH LEVEL

Conjure dragon (conjunction)

WARLOCK SPELLS

4TH LEVEL

Conjure minor fiends (conjunction)

5TH LEVEL

Conjure oozes (conjunction)

8TH LEVEL

Conjure fiend (conjunction)

WIZARD SPELLS

1ST LEVEL

Conjure monstrosity (conjunction)

4TH LEVEL

Conjure minor fiends (conjunction)

5TH LEVEL

Conjure oozes (conjunction)

Conjure slaad (conjunction)

8TH LEVEL

Conjure fiend (conjunction)

9TH LEVEL

Conjure dragon (conjunction)

SPELL DESCRIPTIONS

Spells are presented in alphabetical order.

CONJURE DRAGON

9th-level conjunction

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a dragon of challenge rating 9 or lower, which appears in an unoccupied space that you can see within range. The dragon disappears when it drops to 0 hit points or when the spell ends.

The dragon is friendly to you and your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the dragon, it defends itself from hostile creatures, but otherwise takes no actions.

If your concentration is broken, the dragon doesn't disappear. Instead, you lose control of the dragon, it becomes hostile toward you and your companions, and it might attack. An uncontrolled dragon can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the dragon's statistics.

CONJURE FIEND

8th-level conjunction

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a fiend of challenge rating 8 or lower, which appears in an unoccupied space that you can see within range. The fiend disappears when it drops to 0 hit points or when the spell ends.

The fiend is friendly to you and your companions for the duration. Roll initiative for the fiend, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fiend, it defends itself from hostile creatures, but otherwise takes no actions.

If your concentration is broken, the fiend doesn't disappear. Instead, you lose control of the fiend, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fiend can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the fiend's statistics.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you summon a fiend of challenge rating 9 or lower.

CONJURE MINOR FIENDS

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fiends that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fiend of challenge rating 2 or lower.
- Two fiends of challenge rating 1 or lower.
- Four fiends of challenge rating 1/2 or lower.
- Eight fiends of challenge rating 1/4 or lower.

A fiend summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

CONJURE MONSTROSITY

1st-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a creature with the monstrosity type of challenge rating 1 or lower, which appears in an unoccupied space that you can see within range. The creature disappears

when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the creature, it defends itself from other hostile creatures, but otherwise takes no actions.

If your concentration is broken, the creature doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the challenge rating increases by 1 for each slot level above 1st.

CONJURE OOZES

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon oozes that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One black pudding.
- Two ochre jellies.
- Two gelatinous cubes.
- Eight gray oozes.

An ooze summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 7th-level slot and three times as many with a 9th-level slot.

CONJURE PLANTS

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of plants and

appear in unoccupied spaces that you can see within range.

Choose one of the following options for what appears:

- One plant of challenge rating 2 or lower.
- Two plants of challenge rating 1 or lower.
- Four plants of challenge rating 1/2 or lower.
- Eight plants of challenge rating 1/4 or lower.

Each plant summoned by this spell is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions for the duration. Roll initiative for the summoned creatures, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

CONJURE SLAAD

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a red slaad, which appears in an unoccupied space that you can see within range. The slaad disappears when it drops to 0 hit points or when the spell ends.

The slaad is friendly to you and your companions for the duration. Roll initiative for the slaad, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the slaad, it defends itself from hostile creatures, but otherwise takes no actions.

If your concentration is broken, the slaad doesn't disappear. Instead, you lose control of the slaad, it becomes hostile toward you and your companions, and it might attack. An uncontrolled slaad can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the slaad's statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots you can summon a different type of slaad. You can summon a blue slaad using a 7th-level slot, a green slaad using an 8th-level spell slot, and a gray slaad with a 9th-level slot.