

Conjure Minor Elementals

4th-Level Conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

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

One elemental of challenge rating 2 or lower

Two elementals of challenge rating 1 or lower

Four elementals of challenge rating 1/2 or lower

Eight elementals of challenge rating 1/4 or lower

An elemental 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. Roll initiative for the summoned creatures as a group, which has its 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.

Spell Lists: Druid, Wizard

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