

Conjure Animals



Conjuration/Summoning

Level: 6

Range: Special

Components: V, S

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 30 yds. radius

Saving Throw: None

The conjure animals spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the Dungeon Master Guide). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as $\frac{1}{2}$ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 $\frac{1}{2}$ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unflinching attack the wizard's opponents, but they resist being used for any other purpose.

Notes: Common spell (PHB).