

SWARM

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. The beasts form a single swarm. Up to 1 creature may leave the swarm and act independently, removing HP equal to its own from the swarm in order to do so. This does not inhibit the swarm otherwise.

The swarm is any swarm of beasts of CR 1 or less.

Each beast 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. 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. The maximum CR of the swarm increases by 1 per higher spell slot level used.

Spell Lists. Druid, Ranger, Warlock