

Escobar's Magnificent Conjurations

Escobar the Magnificent, a conjurer of some note in his homeland was a prolific creator of spells used to summon forth otherworldly beings. He collected his spells in a tome titled Escobar's Magnificent Conjurations. Escobar disappeared around the same time as the Lady Francisca became the centre of attention in the aristocracy, but surely that's a coincidence... isn't it?

The tome itself has a cover of fine leather with a title in golden lettering. It contains the spells detailed here as well as *find familiar*, *dust devil*, *conjure minor elementals*, and *conjure elemental*.

Spell List

SECOND LEVEL

Conjure Elemental Minion
Summon Swarm

THIRD LEVEL

Summon Shadow Mastiff

FIFTH LEVEL

Bind Paramour

Spell Descriptions

BIND PARAMOUR

5th-level conjuration

Casting Time: 1 hour

Range: 60 feet

Components: V, S, M (a token of love lost)

Duration: 24 hours

Bind Paramour summons a succubus from the outer planes to serve the caster. Some casters summon a succubus to fulfil their own twisted desires while others summon them for their powers of infiltration, information gathering, and assassination.

The succubus serves the caster to the best of its ability, though it chafes at the control the caster has over it and may try to subvert their commands.

When the succubus appears it must make a Charisma saving throw. It serves the caster on a failed save. On a successful one, the caster must make a Wisdom saving throw against the succubus' charm ability, falling for their charm on a failed save.

If the caster has control over the succubus then they are protected from its powers by the spell but if the succubus succeeds on its saving throw and the caster is charmed by it then know that there are few things that a succubus enjoys more than draining the life out of the one who dared summon them.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, to a year and a day with a 9th-level spell slot.

CONJURE ELEMENTAL MINION

2nd-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

A weaker form of conjure minor elementals, this allows the caster to summon a single elemental of CR 1/2 or less. The elemental appears in an unoccupied space that you can see within range. An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, you no longer need to concentrate on the spell.

SUMMON SHADOW MASTIFF*

3rd-level conjuration/illusion

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a polished orb of onyx worth 100gp)

Duration: Concentration, up to 1 hour

You summon strands of darkness from the Shadowfell which flow from the onyx orb taking the shape of a shadow mastiff in an unoccupied space that you can see within range. The shadow mastiff disappears when it drops to 0 hit points or when the spell ends.

The shadow mastiff is friendly to you and your companions. Roll initiative for shadow mastiff, which has its own turns. It obeys any verbal commands that you issue to it (no action required

by you). If you don't issue any commands to the shadow mastiff, it defends itself from hostile creatures but otherwise takes no actions.

Casters who use this spell frequently will often use the onyx orb as their arcane focus.

At Higher Levels. When you cast this spell using certain higher-level spell slots, more shadow mastiffs appear: two with a 5th-level slot, three with a 7th-level slot, and four with a 9th-level slot, one of which will be an alpha. The caster is immune to the alpha's Terrifying Howl ability.

*The shadow mastiff is found in Volo's Guide to Monsters

SUMMON SWARM

2nd-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a square of red cloth)

Duration: Concentration, up to 1 minute

You summon up one or more swarms (See MM p. 337-339) of small animals in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One swarm of challenge rating 1/2 or lower
- Two swarms of challenge rating 1/4 or lower

The swarms will attack any creature in range as chosen by the caster. Roll initiative for the summoned swarms 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.

If the caster does not remain within 60 feet of a summoned swarm then it disperses harmlessly.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more swarms appear: twice as many with a 4th-level slot, three times as many with a 6th-level slot, and four times as many with an 8th-level slot.