

# ANIMATE OBJECTS

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

5<sup>th</sup> level transmutation

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: © 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made if the creature is within 500ft of you.

See PHB for more information.

**At Higher Levels:** If you cast this spell using a spell slot of 6<sup>th</sup> level or higher, you can animate two additional objects for each slot level above 5<sup>th</sup>.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

213