

CONJURE ANIMALS RANDOM GENERATOR

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WHY YOU WOULD USE THIS GENERATOR?

There are two common approaches DMs take when dealing with the Conjure Animals spell:

1. RAW, the spellcaster chooses the CR and can say their desired beasts. The DM then decides which beast is summoned based on the spellcaster's option and what is thematically appropriate for the environment.
2. The spellcaster chooses the CR and what beast is summoned.

Approach 1 is the intended method as stated on page 5 in the official [Sage Advice Compendium](#), and is the one this generator is designed to aid the use of. Approach 2 favours the spellcaster and can make the spell very powerful for its level.

The problem with approach 1 is it can be difficult to decide on what creatures should be summoned and can make the player controlling the spellcaster feel like they're being treated unfairly if the DM chooses a beast that is bad for the spellcaster's intended purpose.

This generator makes deciding effortless and produces thematically appropriate unbiased results, everyone wins.

HOW TO USE THIS GENERATOR

After casting the spell and choosing the CR follow the steps below.

Step One: The DM decides what environment the spellcaster is in from the List of Environments. If the DM is unsure which environment the spellcaster is in, order the potential environments alphabetically.

Step Two: If the DM chose multiple environments the player controlling the spellcaster rolls an appropriately sized dice to decide which environment to use.

Step Three: The Player controlling the spellcaster rolls on the table corresponding to the environment. If the DM decides the resulting beast is not thematically appropriate, repeat this stage.

And that's it!

STEP TWO POINT FIVE

Depending on the CR chosen by the spellcaster roll on the table below to determine the CR of the summoned beasts.

Chosen CR	Dice Rolled	Result (from low to high)			
1/4	d1	CR 1/4			
1/2	d2	CR 1/4	CR 1/2		
1	d3	CR 1/4	CR 1/2	CR 1	
2	d4	CR 1/4	CR 1/2	CR 1	CR 2

FOR MORE INTERESTING RESULTS

Repeat steps two, and three for each creature. This can slow down the casting of the spell and can be more difficult to manage.

d0s, d1s, d2s, d3s AND d5

Some of the tables refer to dice that don't correspond to the number of faces on any real polyhedral dice. You can use the methods shown below to simulate these dice.

d0 - There are no thematically appropriate options, choose a lower CR.

d1 - There is only one thematically appropriate beast, you summon that beast.

d2 - Roll any even sided die, an odd result represents a 1, an even result represents a 2.

d3 - Roll a d6 and halve the result, rounding up.

ENVIRONMENTS

The environments listed here correspond to the favored terrains available to rangers on page 91 of the PHB with the edition of underwater.

The unusual environments are environments that may not be accurately represented by other environments.

- Forest
- Grassland
- Mountain
- Swamp
- Underdark
- Underwater

LIST OF ENVIRONMENTS

- Arctic
- Coast
- Desert

Unusual Environments

- Dungeon/Cave
- Prehistoric
- Sewer

ARCTIC

Dice	Name	Size	Source
d3	CR 1/4		
1	Elk	Large	MM 322
2	Giant Owl	Large	MM 327
3	Wolf	Medium	MM 341, PHB 311
d1	CR 1/2		
1	Giant Goat	Large	MM 326
d2	CR 1		
1	Brown Bear	Large	MM 319, PHB 304
2	Dire Wolf	Large	MM 321, PHB 305
d4	CR 2		
1	Cave Bear	Large	MM 334
2	Giant Elk	Huge	MM 325
3	Polar Bear	Large	MM 334
4	Sabre-Toothed Tiger	Large	MM 336

COASTAL

Dice	Name	Size	Source
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d4	CR 1/4		
1	Giant Lizard	Large	MM 326
2	Giant Poisonous Snake	Medium	MM 327
3	Giant Wolf Spider	Medium	MM 330
4	Pteranodon	Medium	MM 80
d1	CR 1/2		
1	Crocodile	Large	MM 320, PHB 305
d2	CR 1		
1	Giant Octopus	Large	MM 326
2	Giant Toad	Large	MM 329
d1	CR 2		
1	Plesiosaurus	Large	MM 80

DESERT

Dice	Name	Size	Source
d4	CR 1/4		
1	Constrictor Snake	Large	MM 320, PHB 305
2	Giant Lizard	Large	MM 326
3	Giant Poisonous Snake	Medium	MM 327
4	Giant Wolf Spider	Medium	MM 330
d1	CR 1/2		
1	Giant Wasp	Medium	MM 329
d3	CR 1		
1	Giant Hyena	Large	MM 326
2	Giant Vulture	Large	MM 329
3	Lion	Large	MM 331, PHB 307
d2	CR 2		
1	Giant Constrictor Snake	Huge	MM 324
2	Rhinoceros	Large	MM 336

FOREST

Dice	Name	Size	Source
d12	CR 1/4		
1	Boar	Medium	MM 319, PHB 304
2	Constrictor Snake	Large	MM 320, PHB 305
3	Elk	Large	MM 322
4	Giant Badger	Medium	MM 323
5	Giant Bat	Large	MM 323

6	Giant Centipede	Small	MM 323
7	Giant Frog	Medium	MM 325
8	Giant Lizard	Large	MM 326
9	Giant Owl	Large	MM 327
10	Giant Poisonous Snake	Medium	MM 327
11	Giant Wolf Spider	Medium	MM 330
12	Panther	Medium	MM 333, PHB 308
d3	CR 1/2		
1	Ape	Medium	MM 317
2	Black Bear	Medium	MM 318, PHB 304
3	Giant Wasp	Medium	MM 329
d6	CR 1		
1	Brown Bear	Large	MM 319, PHB 304
2	Dire Wolf	Large	MM 321, PHB 305
3	Giant Spider	Large	MM 328, PHB 306
4	Giant Toad	Large	MM 329,
5	Giant Vulture	Large	MM 329
6	Tiger	Large	MM 339, PHB 311
d5	CR 2		
1	Allosaurus	Large	MM 79
2	Cave Bear	Large	MM 334
3	Giant Boar	Large	MM 323
4	Giant Constrictor Snake	Huge	MM 324
5	Giant Elk	Huge	MM 325

GRASSLAND

Dice	Name	Size	Source
d12	CR 1/4		
1	Axe Beak	Large	MM 317
2	Boar	Medium	MM 319
3	Elk	Large	MM 322
4	Giant Badger	Medium	MM 323
5	Giant Lizard	Large	MM 326
6	Giant Owl	Large	MM 327
7	Giant Poisonous Snake	Medium	MM 327
8	Giant Wolf Spider	Medium	MM 330
9	Panther	Medium	MM 333
10	Pteranodon	Medium	MM 80
11	Riding/Draft Horse*	Large	MM 336, PHB 310 / MM 321

12	Wolf	Medium	MM 341, PHB 311
d4	CR 1/2		
1	Black Bear	Medium	MM 318, PHB 304
2	Giant Goat	Large	MM 326
3	Giant Wasp	Medium	MM 329
4	Warhorse	Large	MM 340, PHB 311
d6	CR 1		
1	Brown Bear	Large	MM 319, PHB 304
2	Dire Wolf	Large	MM 321, PHB 305
3	Giant Eagle	Large	MM 324, PHB 306
4	Giant Hyena	Large	MM 326
5	Giant Vulture	Large	MM 329
6	Lion	Large	MM 331, PHB 307
d4	CR 2		
1	Allosaurus	Large	MM 80
2	Giant Boar	Large	MM 323
3	Giant Elk	Huge	MM 325
4	Rhinoceros	Large	MM 336

*If it is hilly grassland, use a draft horse in place of a riding horse.

MOUNTAIN

Dice	Name	Size	Source
d6	CR 1/4		
1	Giant Bat	Large	MM 323
2	Giant Lizard	Large	MM 326
3	Giant Owl	Large	MM 327
4	Panther	Medium	MM 333, PHB 308
5	Pteranodon	Medium	MM 80
6	Wolf	Medium	MM 339, PHB 311
d1	CR 1/2		
1	Giant Goat	Large	MM 326
d3	CR 1		
1	Brown Bear	Large	MM 319, PHB 304
2	Dire Wolf	Large	MM 321, PHB 305
3	Giant Eagle	Large	MM 324, PHB 306
d3	CR 2		
1	Cave Bear	Large	MM 334
2	Giant Elk	Huge	MM 325
3	Sabre-Toothed Tiger	Large	MM 336

SWAMP

Dice	Name	Size	Source
d6	CR 1/4		
1	Constrictor Snake	Large	MM 320, PHB 305
2	Giant Bat	Large	MM 323
3	Giant Centipede	Small	MM323
4	Giant Frog	Medium	MM 325
5	Giant Lizard	Large	MM 326
6	Giant Poisonous Snake	Medium	MM 327
d3	CR 1/2		
1	Crocodile	Large	MM 320
2	Giant Wasp/Dragonfly	Medium	MM 329
3	Giant Vulture	Large	MM 329
d2	CR 1		
1	Giant Spider	Large	MM 328, PHB 306
2	Giant Toad	Large	MM 329
d1	CR 2		
1	Giant Constrictor Snake	Huge	MM 324

UNDERDARK

Dice	Name	Size	Source
d6	CR 1/4		
1	Giant Bat	Large	MM 323
2	Giant Centipede	Small	MM 323
3	Giant Frog	Medium	MM 325
4	Giant Lizard	Large	MM 326
5	Giant Wolf Spider	Medium	MM 330
6	Male Steeder	Medium	OotA 62
d0	CR 1/2		
	N/A	N/A	N/A
d3	CR 1		
1	Female Steeder	Large	OotA 62
2	Giant Spider	Large	MM 328, PHB 306
3	Giant Toad	Large	MM 329
d2	CR 2		
1	Cave Bear	Large	MM 334
2	Giant Constrictor Snake	Huge	MM 324

UNDERWATER

Dice	Name	Size	Source
d3	CR 1/4		
1	Constrictor Snake	Large	MM 320, PHB 305
2	Giant Frog	Medium	MM 325
3	Giant Poisonous Snake	Medium	MM 327
d3	CR 1/2		
1	Crocodile	Large	MM 320
2	Giant Sea Horse	Large	MM 328
3	Reef Shark	Medium	MM 336
d2	CR 1		
1	Giant Octopus	Large	MM 326
2	Giant Toad	Large	MM 329
d3	CR 2		
1	Giant Constrictor Snake	Huge	MM 324
2	Hunter Shark	Large	MM 330
3	Plesiosaurus	Large	MM 80

UNUSUAL ENVIRONMENTS

DUNGEON/CAVE

Dice	Name	Size	Source
d8	CR 1/4		
1	Constrictor Snake	Large	MM 320, PHB 305
2	Giant Badger	Medium	MM 323
3	Giant Bat	Large	MM 323
4	Giant Centipede	Small	MM 323
5	Giant Frog	Medium	MM 325
6	Giant Lizard	Large	MM 326
7	Giant Poisonous Snake	Medium	MM 327
8	Giant Wolf Spider	Medium	MM330
d3	CR 1/2		
1	Black Bear	Medium	MM 318, PHB 304
2	Crocodile	Large	MM 320
3	Giant Wasp	Medium	MM 329
d3	CR 1		
1	Brown Bear	Large	MM 319, PHB 304

2	Giant Spider	Large	MM 328, PHB 306
3	Giant Toad	Large	MM 329
d2	CR 2		
1	Cave Bear	Large	MM 334
2	Giant Constrictor Snake	Huge	MM 324

PREHISTORIC

Dice	Name	Size	Source
d8	CR 1/4		
1	Axe Beak	Large	MM 317
2	Giant Bat	Large	MM 323
3	Giant Centipede	Small	MM 323
4	Giant Frog	Medium	MM 325
5	Giant Lizard	Large	MM 326
6	Giant Poisonous Snake	Medium	MM 327
7	Giant Wolf Spider	Medium	MM 330
8	Pteranodon	Medium	MM 80
d2	CR 1/2		
1	Crocodile	Large	MM 320
2	Giant Wasp (Meganeura)	Medium	MM 329
d6	CR 1		
1	Dire Wolf	Large	MM 321, PHB 305
2	Giant Eagle	Large	MM 324, PHB 306
3	Giant Hyena	Large	MM 326
4	Giant Octopus	Large	MM 326
5	Giant Spider	Large	MM 328, PHB 306
6	Giant Toad	Large	MM 329
d8	CR 2		
1	Allosaurus	Large	MM 80
2	Cave bear	Large	MM 334
3	Giant Constrictor Snake	Huge	MM 324
4	Giant Elk	Huge	MM 325
5	Hunter Shark	Large	MM 330
6	Plesiosaurus	Large	MM 80
7	Rhinoceros	Large	MM 336
8	Saber-Toothed Tiger	Large	MM 336

SEWER

Dice	Name	Size	Source
d6	CR 1/4		
1	Constrictor Snake	Large	MM 320, PHB 305
2	Giant Bat	Large	MM 323
3	Giant Centipede	Small	MM 323
4	Giant Frog	Medium	MM 325
5	Giant Poisonous Snake	Medium	MM 327
6	Giant Wolf Spider	Medium	MM 330
d1	CR 1/2		
1	Crocodile	Large	MM 320
d3	CR 1		
1	Giant Octopus	Large	MM 326
2	Giant Spider	Large	MM 328, PHB 306
3	Giant Toad	Large	MM 329
d1	CR 2		
1	Giant Constrictor Snake	Huge	MM 324

GLOSSARY

- MM - Monster Manual
OotA - Out of the Abyss
PHB - Player's Handbook