

D&D SUMMONING SPELL

REFERENCE

This reference lists typical creatures summoned by each conjuration spell. [DM David](#) assembled the reference. Formatting comes from [The Homebrewery](#).

Many summoning spells in fifth-edition *Dungeons & Dragons* explicitly allow the player to choose the creatures summoned. Others only let the player choose from broad options. Typically players choose the quantity and challenge rating of creatures.

SPELLS WHERE THE DM DETERMINES SUMMONED CREATURES

Spells that let players choose broad options work best when the dungeon master selects the specific creatures summoned. The [Sage Advice Compendium](#) issued by D&D's designers explains, "A spellcaster can certainly express a preference for what creatures show up, but it's up to the DM to determine if they do. The DM will often choose creatures that are appropriate for the campaign and that will be fun to introduce in a scene."

To help DMs make these selections, this reference lists the common monsters summoned by each spell. To make random selection easy, the creatures are numbered.

CONJURE ANIMALS

You summon fey spirits that take the form of beasts.

LAND BEASTS

Qty CR Creature

- | | | |
|---|-----|--|
| 1 | 2 | 1: Giant Boar, 2: Cave Bear, 3: Giant Constrictor Snake, 4: Giant Elk, 5: Polar Bear, 6: Rhinoceros, 7: Saber-toothed Tiger, 8: Swarm of Poisonous Snakes |
| 2 | 1 | 1: Brown Bear, 2: Dire Wolf, 3: Giant Eagle, 4: Giant Hyena, 5: Giant Spider, 6: Giant Toad, 7: Lion, 8: Tiger |
| 4 | 1/2 | 1: Ape, 2: Black Bear, 3: Crocodile, 4: Giant Goat, 5: Giant Wasp, 6: Swarm of Insects |
| 8 | 1/4 | 1: Axe Beak, 2: Boar, 3: Constrictor Snake, 4: Elk, 5: Giant Badger, 6: Giant Bat, 7: Giant Centipede, 8: Giant Frog, 9: Giant Lizard, 10: Giant Owl, 11: Giant Poisonous Snake, 12: Giant Wolf Spider, 13: Panther, 14: Swarm of Bats, 15: Swarm of Rats, 16: Swarm of Ravens, 17: Wolf |

When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

SWIMMING BEASTS

Qty CR Creature

- | | | |
|---|-----|--|
| 1 | 2 | 1: Giant Constrictor Snake, 2: Hunter Shark, 3: Plesiosaurus, 4: Swarm of Poisonous Snakes |
| 2 | 1 | 1: Giant Octopus, 2: Giant Toad, 3: Swarm of Quippers |
| 4 | 1/2 | 1: Crocodile, 2: Giant Sea Horse, 3: Reef Shark |
| 8 | 1/4 | 1: Constrictor Snake, 2: Giant Frog, 3: Giant Poisonous Snake |

CONJURE MINOR ELEMENTALS

You summon elementals.

ELEMENTALS

Qty CR Creature

- | | | |
|---|-----|---|
| 1 | 2 | 1: Azer, 2: Gargoyle |
| 2 | 1 | Fire Snake |
| 4 | 1/2 | 1: Dust Mephit, 2: Ice Mephit, 3: Magma Mephit, 4: Magmin |
| 8 | 1/4 | 1: Mud Mephit, 2: Smoke Mephit, 3: Steam Mephit |

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

CONJURE WOODLAND BEINGS

You summon fey creatures.

FEY CREATURES

Qty CR Creature

- | | | |
|---|-----|---|
| 1 | 2 | 1: Darkling Elder*, 2: Meenlock*, 3: Seahag |
| 2 | 1 | 1: Dryad, 2: Quickling |
| 4 | 1/2 | 1: Darkling*, 2: Satyr |
| 8 | 1/4 | 1: Blink Dog, 2: Pixie, 3: Sprite |

Creatures marked with an asterisk appeared in *Volo's Guide to Monsters*.

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

SUMMON LESSER DEMONS

Roll to determine the number and challenge rating of the demons from among the possibilities.

Because official D&D lacks challenge rating 1/2 demons, DMs can either rule that summoning 4 demons brings lower CR demons or they can ignore that possible outcome.

DEMONS

Qty CR Creature

- 2 1 1. Maw Demon (*Volo's Guide to Monsters*), 2: Quasit
- 4 1/2 None
- 8 1/4 1: Abyssal Wretch (*Mordenkainen's Tome of Foes*), 2: Dretch

When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

SPELLS WHERE THE CASTER CHOOSES SUMMONED CREATURES

This reference lists the likely options available when players choose summoned creatures.

CONJURE CELESTIAL

You summon a celestial of challenge rating 4 or lower.

CR	Creature
2	Pegasus
4	Quatl
5	Unicorn

When you cast this spell using a 9th-level spell slot, you summon a celestial of challenge rating 5 or lower.

CONJURE ELEMENTAL

Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground.

CR Creature

- 5 Air Elemental, Earth Elemental, Fire Elemental, Salamander, Water Elemental, Xorn
- 6 Galeb Duhr, Invisible Stalker
- 7 Air Elemental Myrmidon, Earth Elemental Myrmidon, Fire Elemental Myrmidon, Water Elemental Myrmidon
- 9 Frost Salamander (*Mordenkainen's Tome of Foes*)

All elemental myrmidons appear in *Princes of the Apocalypse*.

INFERNAL CALLING

Uttering a dark incantation, you summon a devil from the Nine Hells. You choose the devil's type, which must be one of challenge rating 6 or lower, such as a barbed devil or a bearded devil. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

CR Creature

- 5 Barbed Devil
- 6 White Abisai (*Mordenkainen's Tome of Foes*)
- 7 Black Abisai (*Mordenkainen's Tome of Foes*)
- 8 Chain Devil
- 8 Bone Devil
- 10 Orthon (*Mordenkainen's Tome of Foes*)

SUMMON GREATER DEMON

You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower. When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

CR Creature

- 5 Babau (*Volo's Guide to Monsters*), Dybbuk (*Mordenkainen's Tome of Foes*), Shadow Demon
- 5 Balgura, Tanarukk (*Volo's Guide to Monsters*)
- 6 Chasme, Vrock
- 7 Armanite (*Mordenkainen's Tome of Foes*), Draegloth (*Volo's Guide to Monsters*), Maurezhi (*Mordenkainen's Tome of Foes*)
- 8 Hezrou, Shoosuva (*Volo's Guide to Monsters*)
- 9 Glabrezu
- 10 Yochlol