

4WF019



PLAYER'S AID
III:
NATURE'S ALLY
SUMMONING
CARDS





Player's Aid III: Nature's Ally Summoning Cards

by
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Introduction

To aid players of druids and rangers, and to make all other players and GMs happier people, we proudly present *Player's Aid III: Nature's Ally Summoning Cards*. Each card contains a stat block for a creature on the *nature's ally summoning* lists in the *Pathfinder Roleplaying Game Core Rulebook*. Each stat block also includes the necessary adjustments to the creature if your spellcaster has the Augment Summoning feat.

Now, with these cards, your GM and the other players won't groan in frustration when you announce you are going to summon a ally of nature! You simply find the card of the creature you want to summon and – **ta-da!** – you're ready to go!

We hope you enjoy these cards!
Good gaming!

Robert & Connie Thomson
4 Winds Fantasy Gaming

Using the Nature's Ally Summoning Cards

The nature's ally summoning cards are really easy to use. Just print the pages out, cut the cards apart, then when you need one, find the card of the creature you are summoning and set it beside you at the gaming table. Now, you only need to refer to the card whenever your summoned creature acts. No more flipping pages and scribbling notes!

Most necessary information for the creature is included, straight from the *Pathfinder Roleplaying Game Bestiary* – a full stat block and any special attacks, special qualities or spell-like abilities. Also, in brackets [] after certain stats, skill and attacks are the adjusted numbers based on bonuses applied through the Augment Summoning feat. If

your spellcaster has that feat, simply use the stats/numbers inside the brackets and you have the correct information for your augmented creature.

Summon Nature's Ally I
School conjuration (summoning);
Level druid 1, ranger 1
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the

best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one of the creatures from the 1st Level list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Nature's Ally II

School conjuration (summoning);
Level druid 2, ranger 2

This spell functions as *summon nature's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

School conjuration (summoning) [see text]; **Level** druid 3, ranger 3

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Summon Nature's Ally IV

School conjuration (summoning) [see text]; **Level** druid 4, ranger 4

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally V

School conjuration (summoning) [see text]; **Level** druid 5

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VI

School conjuration (summoning) [see text]; **Level** druid 6

This spell functions like *summon nature's ally I*, except that you

can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VII

School conjuration (summoning) [see text]; **Level** druid 7

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally VIII

School conjuration (summoning) [see text]; **Level** druid 8

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Summon Nature's Ally IX

School conjuration (summoning) [see text]; **Level** druid 9

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.



Joe Calkins - Cerberus Illustration

Table: Summon Nature's Ally Spells	
1st Level	Subtype
Dire Rat	-
Dolphin	-
Eagle	-
Giant Centipede	-
Fire Beetle	-
Mite	-
Poison Frog	-
Pony (Horse)	-
Riding Dog	-
Stirge	-
Viper (Snake)	-
2nd Level	Subtype
Ant, Giant, Worker	-
Elemental (Small)	Elemental
Giant Frog	-
Giant Spider	-
Goblin Dog	-
Horse	-
Hyena	-
Octopus	-
Squid	-
Wolf	-
3rd Level	Subtype
Ant, Giant, Soldier	-
Ape	-
Aurochs (Herd Animal)	-
Boar	-
Cheetah	-
Constrictor Snake	-
Crocodile	-
Dire Bat	-
Electric Eel	-
Giant Crab	-
Giant Lizard	-
Leopard	-
Shark	-
Wolverine	-
4th Level	Subtype
Ant, Giant, Drone	-
Bison (Herd Animal)	-
Deinonychus (Dinosaur)	-
Dire Ape	-
Dire Boar	-
Dire Wolf	-
Elemental (Medium)	Elemental
Giant Stag Beetle	-
Giant Wasp	-
Griffin	-

Grizzly Bear	-
Lion	-
Mephit (Any)	Elemental
Owlbear	-
Pteranodon (Dinosaur)	-
Rhinoceros	-
Satyr	-
Tiger	-
5th Level	Subtype
Ankylosaurus (Dinosaur)	-
Cyclops	-
Dire Lion	-
Elemental (Large)	Elemental
Ettin	-
Giant Moray Eel	-
Girallon	-
Manticore	-
Orca (Dolphin)	-
Wooly Rhinoceros	-
6th Level	Subtype
Bulette	-
Dire Bear	-
Dire Tiger	-
Elasmosaurus (Dinosaur)	-
Elemental (Huge)	Elemental
Elephant	-
Giant Octopus	-
Giant Scorpion	-
Hill Giant	-
Stegosaurus (Dinosaur)	-
Stone Giant	Earth
Triceratops (Dinosaur)	-
7th Level	Subtype
Brachiosaurus (Dinosaur)	-
Dire Crocodile	-
Dire Shark	-
Elemental (Greater)	Elemental
Fire Giant	Fire
Frost Giant	Cold
Giant Squid	-
Mastodon (Elephant)	-
Roc	-
Tyrannosaurus (Dinosaur)	-
8th Level	Subtype
Cloud Giant	Air
Elemental (Elder)	Elemental
Purple Worm	-
9th Level	Subtype
Pixie	-
Storm Giant	-

Dire Rat (Summon Nature's Ally I)

(Caster's Alignment) Small animal [*augmented*]

Init +3; **Senses** low-light vision, scent; **Perception** +4

AC 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 size)

hp 5 [7] (1d8+1 [+3])

Fort +3 [+5], **Ref** +5, **Will** +1

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 [+5] (1d4+2 [+4] plus disease)

Special Attacks disease

Str 10 [14], **Dex** 17, **Con** 13 [17], **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1 [+1]; **CMD** 12 [14] (16 [18] vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

Special Abilities

Disease (Ex) Filth fever: Bite—injury; save Fort DC 11 [13]; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

NOTES: _____

Eagle (Summon Nature's Ally I)

(Caster's Alignment) Small animal [*augmented*]

Init +2; **Senses** low-light vision; **Perception** +10

AC 14, **touch** 13, **flat-footed** 12 (+2 Dex, +1 natural, +1 size)

hp 5 [7] (1d8+1 [+3])

Fort +3 [+5], **Ref** +4, **Will** +2

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4 [+2]), bite +3 (1d4 [+1])

Str 10 [14], **Dex** 15, **Con** 12 [16], **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1 [+1]; **CMD** 11 [13]

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

Eagles generally weigh between 8 and 15 pounds, with a wingspan of up to 7 feet, depending on the species.

NOTES: _____

Dolphin (Summon Nature's Ally I)

(Caster's Alignment) Medium animal [*augmented*]

Init +2; **Senses** blindsight 120 ft., low-light vision; **Perception** +9

AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)

hp 11 [15] (2d8+2 [+6])

Fort +4 [+6], **Ref** +5, **Will** +1

Speed swim 80 ft.

Melee slam +3 (1d4+1 [+3])

Str 12 [16], **Dex** 15, **Con** 13 [17], **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +2 [+4]; **CMD** 14 [16]

Feats Weapon Finesse

Skills Perception +9, Swim +13 [+15]; **Racial Modifiers** +4 Perception

SQ hold breath

Special Abilities

Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Dolphins are social predators that hunt shallow seas and rivers in large family groups called pods. Sailors are fond of dolphins and frequently tell tales of dolphins saving drowning fishermen or killing sharks with blows from their powerful snouts.

NOTES: _____

Giant Centipede (Summon Nature's Ally I)

(Caster's Alignment) Medium vermin [*augmented*]

Init +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)

hp 5 [7] (1d8+1 [+3])

Fort +3 [+5], **Ref** +2, **Will** +0

Immune mind-affecting effects

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 [+1] plus poison)

Special Attacks poison

Str 9 [13], **Dex** 15, **Con** 12 [16], **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1; **CMD** 11 [13] (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10 [+12], Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

NOTES: _____

Fire Beetle (Summon Nature's Ally I)

(Caster's Alignment) Small vermin [*augmented*]
Init +0; **Senses** low-light vision; **Perception** +0
AC 12, **touch** 11, **flat-footed** 12 (+1 natural, +1 size)
hp 4 [6] (1d8 [+2])
Fort +2 [+4], **Ref** +0, **Will** +0
Immune mind-affecting effects
Speed 30 ft., fly 30 ft. (poor)
Melee bite +1 [+3] (1d4 [+2])
Str 10 [14], **Dex** 11, **Con** 11 [15], **Int** —, **Wis** 10, **Cha** 7
Base Atk +0; **CMB** -1 [+1]; **CMD** 9 [11] (17 [19] vs. trip)
Skills Fly -2
SQ luminescence
Special Abilities

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

NOTES: _____

Poison Frog (Summon Nature's Ally I)

(Caster's Alignment) Tiny animal [*augmented*]
Init +1; **Senses** low-light vision; **Perception** +3
AC 13, **touch** 13, **flat-footed** 12 (+1 Dex, +2 size)
hp 4 [6] (1d8 [+2])
Fort +2 [+4], **Ref** +3, **Will** -1
Speed 10 ft., swim 20 ft.
Melee bite +3 (1 plus poison)
Str 2 [6], **Dex** 12, **Con** 11 [15], **Int** 1, **Wis** 9, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 7 (11 vs. trip)
Feats Weapon Finesse
Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim
Special Abilities
Poison (Ex) Injury; save Fort DC 10 [12]; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Poisonous frogs are a bright green color, with additional bright yellow, red, or blue markings. They are just over a foot long and weigh 10 pounds. The poison of poisonous frogs is often gathered by primitive tribes and used to coat darts and arrows for hunting.

NOTES: _____

Mite (Summon Nature's Ally I)

(Caster's Alignment) Small fey [*augmented*]
Init +1; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +5
AC 12 [14], **touch** 12 [14], **flat-footed** 11 (+1 [+3] Dex, +1 size)
hp 3 [5] (1d6 [+2])
Fort +0 [+2], **Ref** +3, **Will** +3
DR 2/cold iron
Weaknesses light sensitivity
Speed 20 ft., climb 20 ft.
Melee dagger +0 [+2] (1d3-1 [+1]/19-20)
Ranged dart +2 (1d3-1 [+1])
Special Attacks hatred
Spell-Like Abilities (CL 1st)

At will—*prestidigitation*
1/day—*doom* (DC 10)
Str 8 [12], **Dex** 13, **Con** 11 [15], **Int** 8, **Wis** 13, **Cha** 8
Base Atk +0; **CMB** -2 [+0]; **CMD** 9 [11]

Feats Point-Blank Shot
Skills Climb +7 [+9], Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

Special Abilities

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) Functions as a druid's wild empathy, with a +4 racial bonus on the check. This empathic communication imparts on vermin a modicum of implanted intelligence and treats swarms as if they were one creature possessing a single mind.

Mites often use tricks to annoy their enemies. When faced with dangerous foes, a mite uses its *doom* ability to hex a foe. A mite is 3 feet tall and weighs 40 pounds.

NOTES: _____

Pony (Summon Nature's Ally I)

(Caster's Alignment) Medium animal [*augmented*]
Init +1; **Senses** low-light vision, scent; **Perception** +5
AC 11, **touch** 11, **flat-footed** 10 (+1 Dex)
hp 13 [17] (2d8+4 [+8])
Fort +5 [+7], **Ref** +4, **Will** +0
Speed 40 ft.
Melee 2 hooves -3 [-1] (1d3 [+2])
Str 13 [17], **Dex** 13, **Con** 14 [18], **Int** 2, **Wis** 11, **Cha** 4
Base Atk +1; **CMB** +2 [+4]; **CMD** 13 [15] (17 [19] vs. trip)
Feats Endurance, Run^B
Skills Perception +5

SQ docile

Special Abilities

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a pony's hooves are treated as secondary attacks.

Ponies are smaller breeds of horses better suited to halflings, gnomes, and dwarves, but they also make fond pets for humans as well. They stand 3 to 4 feet tall and weigh about 600 pounds.

A light load for a pony is up to 100 pounds, a medium load is 101–200 pounds, and a heavy load is 201–300 pounds. A pony can drag 1,500 pounds.

NOTES: _____

Riding Dog (Summon Nature's Ally I)

(Caster's Alignment) Medium Animal [*augmented*]

Init +2; **Senses** low-light vision, scent; **Perception** +8

AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)

hp 13 [17] (2d8+4 [+8])

Fort +5 [+7], **Ref** +5, **Will** +1

Speed 40 ft.

Melee bite +3 [+5] (1d6+3 [+5] plus trip)

Str 15 [19], **Dex** 15, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 [+5]; **CMD** 15 [17] (19 [21] vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Larger dogs (known to Small races like halflings and gnomes as riding dogs) include hardier breeds such as huskies, mastiffs, and wolfhounds. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a DC 10 Ride check.

NOTES: _____

Viper (Summon Nature's Ally I)

(Caster's Alignment) Medium animal [*augmented*]

Init +5; **Senses** low-light vision, scent; **Perception** +9

AC 14, **touch** 11, **flat-footed** 13 (+1 Dex, +3 natural)

hp 13 [17] (2d8+4 [+8])

Fort +5 [+7], **Ref** +4, **Will** +1

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4-1 [+1] plus poison)

Str 8 [12], **Dex** 13, **Con** 14 [18], **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +0 [+2]; **CMD** 11 [13] (can't be tripped)

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9;

Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 13 [15]; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves.

Venomous snakes are generally far more aggressive than constrictor snakes.

NOTES: _____

Stirge (Summon Nature's Ally I)

(Caster's Alignment) Tiny magical beast [*augmented*]

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +1

AC 16, **touch** 16, **flat-footed** 12 (+4 Dex, +2 size)

hp 5 [7] (1d10 [+2])

Fort +2 [+4], **Ref** +6, **Will** +1

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Special Attacks blood drain

Str 3 [7], **Dex** 19, **Con** 10 [14], **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 [+5] (+11 [+13] grapple when attached);

CMD 9 [+11] (17 [+19] vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

Special Abilities

Attach (Ex) When a stirge hits with a touch attack, it latches onto the target, effectively grappling its prey. The stirge loses its DEX bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of CON damage. Once a stirge has dealt 4 points of CON damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

NOTES: _____

Ant, Giant, Worker (Summon Nature's Ally II)

(Caster's Alignment) Medium vermin [*augmented*]

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +5

AC 15, **touch** 10, **flat-footed** 13; (+5 natural)

hp 18 [22] (2d8+9 [+13])

Fort +6 [+8], **Ref** +0, **Will** +1

Immune mind-affecting effects

Speed 50 ft., climb 20 ft.,

Melee bite +3 [+5] (1d6+2 [+4]), sting +3 [+5] (1d4+2 [+4])

Str 14 [18], **Dex** 10, **Con** 17 [21], **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +3 [+5] (+7 [+9] grapple); **CMD** 13 [15] (21 [23] vs. trip)

Feats Toughness^B

Skills Climb +10 [+12], Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

NOTES: _____

Elemental, Air, Small (Summon Nature's Ally II)

(Caster's Alignment) Small outsider (air, elemental, extraplanar)
[*augmented*]

Init +7; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, **touch** 14, **flat-footed** 14 (+3 Dex, +3 natural, +1 size)

hp 13 [17] (2d10+2 [+6])

Fort +4 [+6], **Ref** +6, **Will** +0

Defensive Abilities air mastery

Immune elemental traits

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1 [+3])

Special Attacks whirlwind (3/day, 10–20 ft. high, 1d4+1 [+3] damage, DC 12)

Str 12 [16], **Dex** 17, **Con** 12 [16], **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15 [17]

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

Special Abilities

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

Elemental, Fire, Small (Summon Nature's Ally II)

(Caster's Alignment) Small outsider (elemental, extraplanar, fire)
[*augmented*]

Init +5; **Senses** darkvision 60 ft.; **Perception** +4

AC 16, **touch** 13, **flat-footed** 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 [15] (2d10 [+4])

Fort +3 [+5], **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee slam +4 (1d4 [+2] plus burn)

Special Attacks burn (1d4, DC 11)

Str 10 [14], **Dex** 13, **Con** 10 [14], **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1 [+3]; **CMD** 13 [15]

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4 [+6], Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

Special Abilities

Burn (Ex) DC 11 Reflex save or catch fire, taking 1d4 damage for an additional 1d4 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____

Elemental, Earth, Small (Summon Nature's Ally II)

(Caster's Alignment) Small outsider (earth, elemental, extraplanar)
[*augmented*]

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

AC 17, **touch** 10, **flat-footed** 17 (–1 Dex, +7 natural, +1 size)

hp 13 [17] (2d10+2 [+6])

Fort +4 [+6], **Ref** –1, **Will** +3

Immune elemental traits

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 [+8] (1d6+4 [+6])

Special Attacks earth mastery

Str 16 [20], **Dex** 8, **Con** 13 [17], **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4 [+6]; **CMD** 13 [15]

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7 [+9], Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Special Abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Small earth elemental is about 4 feet tall and weighs about 80 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____

Elemental, Water, Small (Summon Nature's Ally II)

(Caster's Alignment) Small outsider (elemental, extraplanar, water)
[*augmented*]

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, **touch** 11, **flat-footed** 17 (+6 natural, +1 size)

hp 13 [17] (2d10+2 [+6])

Fort +4 [+6], **Ref** +3, **Will** +0

Immune elemental traits

Speed 20 ft., swim 90 ft.

Melee slam +5 [+7] (1d6+3 [+5])

Special Attacks drench, vortex (DC 13), water mastery

Str 14 [18], **Dex** 10, **Con** 13 [17], **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3 [+5]; **CMD** 13 [+15]

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14 [+16]

Special Abilities

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 2nd).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____

Giant Frog (Summon Nature's Ally II)

(Caster's Alignment) Medium Animal [*augmented*]
Init +1; **Senses** low-light vision, scent; **Perception** +3
AC 12, **touch** 11, **flat-footed** 11 (+1 Dex, +1 natural)
hp 15 [19] (2d8+6 [+10])
Fort +6 [+8], **Ref** +6, **Will** -1
Speed 30 ft., swim 30 ft.
Melee bite +3 [+5] (1d6+2 [+4] plus grab) or tongue +3 touch (grab)
Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue
Str 15 [19], **Dex** 13, **Con** 16 [20], **Int** 1, **Wis** 8, **Cha** 6
Base Atk +1; **CMB** +3 [+5] (+7 [+9] grapple); **CMD** 14 [16] (18 [20] vs. trip)
Feats Lightning Reflexes
Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10 [+12]; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth
Special Abilities
Tongue (Ex) A giant frog's tongue is a primary attack with 15 feet reach. A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Giant frogs have razor-sharp teeth lining their mouths. They are 6 feet long and weigh 200 pounds.

NOTES: _____

Giant Hunting Spider (Summon Nature's Ally II)

(Caster's Alignment) Medium vermin [*augmented*]
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4
AC 14, **touch** 13, **flat-footed** 11 (+1 armor, +3 Dex)
hp 16 [22] (3d8+3 [+9])
Fort +4 [+6], **Ref** +4, **Will** +1
Immune mind-affecting effects
Speed 30 ft., climb 30 ft.
Melee bite +2 [+4] (1d6 [+2] plus poison)
Str 11 [15], **Dex** 17, **Con** 12 [16], **Int** -, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2 [+4]; **CMD** 15 [17] (27 [29] vs. trip)
Skills Acrobatics +11, Climb +16 [+18], Perception +4 (+8 in webs), Stealth +7; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth, +16 Climb
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

NOTES: _____

Giant Web-spinning Spider (Summon Nature's Ally II)

(Caster's Alignment) Medium vermin [*augmented*]
Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4
AC 14, **touch** 13, **flat-footed** 11 (+1 armor, +3 Dex)
hp 16 [22] (3d8+3 [+9])
Fort +4 [+6], **Ref** +4, **Will** +1
Immune mind-affecting effects
Speed 30 ft., climb 30 ft.
Melee bite +2 [+4] (1d6 [+2] plus poison)
Special Attack web (+5 ranged, DC 12, hp 2)
Str 11 [15], **Dex** 17, **Con** 12 [16], **Int** -, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2 [+4]; **CMD** 15 [17] (27 [29] vs. trip)
Skills Climb +16 [+18], Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.
Web (Ex) Can throw a web up to 8 times per day with a maximum range of 50 ft., a range increment of 10 ft., effective against targets up to 1 size category larger. Entangled creatures escape with a DC 12 Escape Artist check or Strength check. Attempts to burst a web by those caught in it suffer a -4 penalty. Attempts to escape gain a +5 bonus if the trapped creature has something to walk on or grab. Each 5-foot-square section of web has 3 hp and DR 5/-. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

NOTES: _____

Goblin Dog (Summon Nature's Ally II)

(Caster's Alignment) Medium animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +1
AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)
hp 9 [11] (1d8+5 [+7])
Fort +4 [+6], **Ref** +4, **Will** +1
Immune disease
Speed 50 ft.
Melee bite +2 (1d6+3 plus allergic reaction)
Str 15 [19], **Dex** 14, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +2 [+4]; **CMD** 14 [16]
Feats Toughness
Skills Stealth +6
Special Abilities
Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 [14] Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect.

A goblin dog is 5 feet long but weighs only 75 pounds.

NOTES: _____

Horse (Summon Nature's Ally II)

(Caster's Alignment) Large animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +6
AC 11, **touch** 11, **flat-footed** 9 (+2 Dex, -1 size)
hp 15 [19] (2d8+6 [+10])
Fort +6 [+8], **Ref** +5, **Will** +1
Speed 50 ft.
Melee 2 hooves -2 [+0] (1d4+1 [+3])
Str 16 [20], **Dex** 14, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5 [+7]; **CMD** 17 [19] (21 [23] vs. trip)
Feats Endurance, Run^B
Skills Perception +6
SQ docile

Special Abilities

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.

Horses stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

NOTES: _____

Octopus (Summon Nature's Ally II)

(Caster's Alignment) Small animal (aquatic) [*augmented*]
Init +3; **Senses** low-light vision; **Perception** +1
AC 15, **touch** 14, **flat-footed** 12 (+3 Dex, +1 natural, +1 size)
hp 13 [17] (2d8+4 [+8])
Fort +5 [+7], **Ref** +6, **Will** +1
Defensive Abilities ink cloud (10-ft. radius)
Speed 20 ft., swim 30 ft., jet 200 ft.
Melee bite +5 (1d3+1 [+3] plus poison), tentacles +3 (grab)
Str 12 [16], **Dex** 17, **Con** 14 [18], **Int** 2, **Wis** 13, **Cha** 3
Base Atk +1; **CMB** +1 [+3] (+5 [+7] grapple); **CMD** 14 [16] (can't be tripped)
Feats Multiattack^B, Weapon Finesse
Skills Escape Artist +13, Stealth +20, Swim +9 [+11]; **Racial Modifiers** +8 Stealth, +10 Escape Artist

Special Abilities

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.
Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.
Poison (Ex) Bite—injury; save Fort DC 13 [15]; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

The octopus is a cunning animal capable of using complex tactics to get food.

NOTES: _____

Hyena (Summon Nature's Ally II)

(Caster's Alignment) Medium animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +7
AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)
hp 13 [17] (2d8+4 [+8])
Fort +5 [+7], **Ref** +5, **Will** +1
Speed 50 ft.
Melee bite +3 [+5] (1d6+3 [+5] plus trip)
Str 14 [18], **Dex** 15, **Con** 15 [19], **Int** 2, **Wis** 13, **Cha** 6
Base Atk +1; **CMB** +3 [+5]; **CMD** 15 [17]
Feats Alertness
Skills Perception +7, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

NOTES: _____

Squid (Summon Nature's Ally II)

(Caster's Alignment) Medium animal (aquatic) [*augmented*]
Init +6; **Senses** low-light vision; **Perception** +7
AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)
hp 13 [19] (3d8 [+6])
Fort +3 [+5], **Ref** +7, **Will** +2
Defensive Abilities ink cloud (5-ft. radius)
Speed swim 60 ft., jet 240 ft.
Melee bite +4 [+6] (1d3+2 [+4]), tentacles +2 [+4] (1d4+1 [+3] plus grab)
Str 15 [19], **Dex** 15, **Con** 11 [15], **Int** 2, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +4 [+6] (+8 [+10] grapple); **CMD** 16 [18]
Feats Improved Initiative, Lightning Reflexes, Multiattack^B
Skills Perception +7, Swim +10 [+12]

Special Abilities

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.
Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Squids are aggressive predators that fear little and are more than willing to attack prey larger than themselves.

NOTES: _____

Wolf (Summon Nature's Ally II)

(Caster's Alignment) Medium animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +8
AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)
hp 13 [17] (2d8+4 [+8])
Fort +5 [+7], **Ref** +5, **Will** +1
Speed 50 ft.
Melee bite +2 [+4] (1d6+1 [+3] plus trip)
Str 13 [17], **Dex** 15, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +2 [+4]; **CMD** 14 [16] (18 [20] vs. trip)
Feats Skill Focus (Perception)
Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);
Racial Modifiers +4 Survival when tracking by scent

Wandering alone or in packs, wolves sit at the top of the food chain. Ferociously territorial and exceptionally wide-ranging in their hunting, wolf packs cover broad areas. A wolf's wide paws contain slight webbing between the toes that assists in moving over snow, and its fur is a thick, water-resistant coat ranging in color from gray to brown and even black in some species. Its paws contain scent glands that mark the ground as it travels, assisting in navigation as well as broadcasting its whereabouts to fellow pack members. Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

NOTES: _____

Ape, Gorilla (Summon Nature's Ally III)

(Caster's Alignment) Large animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +8
AC 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)
hp 19 [25] (3d8+6 [+12])
Fort +7 [+9], **Ref** +5, **Will** +2
Speed 30 ft., climb 30 ft.
Melee 2 slams +3 [+5] (1d6+2 [+4])
Str 15 [19], **Dex** 15, **Con** 14 [18], **Int** 2, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +6 [+8]; **CMD** 18 [20]
Feats Great Fortitude, Skill Focus (Perception)
Skills Acrobatics +6, Climb +14 [16], Perception +8

An adult male ape is 8 feet tall and can weigh as much as 400 pounds. While generally shy and peaceful creatures when left to their own business, gorillas are territorial and become highly aggressive when provoked.

Gorillas typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.

NOTES: _____

Ant, Giant, Soldier (Summon Nature's Ally III)

(Caster's Alignment) Medium vermin [*augmented*]
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +5
AC 15, **touch** 10, **flat-footed** 15; (+5 natural)
hp 18 [22] (2d8+9 [+13])
Fort +6 [+8], **Ref** +0, **Will** +1
Immune mind-affecting effects
Speed 50 ft., climb 20 ft.
Melee bite +3 [+5] (1d6+2 [+4] plus grab), sting +3 [+5] (1d4+2 [+4] plus poison)
Str 14 [18], **Dex** 10, **Con** 17 [21], **Int** —, **Wis** 13, **Cha** 11
Base Atk +1; **CMB** +3 [+5] (+7 [+9] grapple); **CMD** 13 [15] (21 [23] vs. trip)
Feats Toughness^B
Skills Climb +10 [+12], Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival
Special Abilities
Poison (Ex) Sting—injury; save Fort DC 12 [14]; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

NOTES: _____

Aurochs (Herd Animal) (Summon Nature's Ally III)

(Caster's Alignment) Large animal [*augmented*]
Init +0; **Senses** low-light vision, scent; **Perception** +9
AC 13, **touch** 9, **flat-footed** 13 (+4 natural, -1 size)
hp 22 [28] (3d8+9 [+15])
Fort +6 [+8], **Ref** +3, **Will** +1
Speed 40 ft.
Melee gore +7 [+9] (1d8+9 [+11])
Special Attacks stampede, trample (2d6+9 [+11], DC 17 [19])
Str 23 [27], **Dex** 10, **Con** 17 [21], **Int** 2, **Wis** 11, **Cha** 4
Base Atk +2; **CMB** +9 [+11]; **CMD** 19 [21] (23 [25] vs. trip)
Feats Endurance, Skill Focus (Perception)
Skills Perception +9
Special Abilities

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Aurochs (both singular and plural) are large herd animals similar to domesticated cattle.

NOTES: _____

Boar (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]

Init +0; **Senses** low-light vision, scent; **Perception** +6

AC 14, **touch** 10, **flat-footed** 14 (+4 natural)

hp 18 [22] (2d8+9 [+13])

Fort +6 [+8], **Ref** +3, **Will** +1

Defensive Abilities ferocity

Speed 40 ft.

Melee gore +4 [+6] melee (1d8+4 [+6])

Str 17 [21], **Dex** 10, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4 [+6]; **CMD** 14 [16]

Feats Toughness

Skills Perception +6

Much more ill-tempered and dangerous than their domesticated kin, boars are omnivorous creatures common to temperate forests, although they are not unknown in tropical climates. Other variants exist as well, such as the particularly ugly warthogs that dwell in tropical plains and savannahs.

A boar is four feet long and weighs 200 pounds.

NOTES: _____

Constrictor Snake (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]

Init +3; **Senses** scent; **Perception** +12

AC 15, **touch** 13, **flat-footed** 12 (+3 Dex, +2 natural)

hp 19 [25] (3d8+6 [+12])

Fort +4 [+6], **Ref** +6, **Will** +2

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 [+7] (1d4+4 [+6] plus grab)

Special Attacks constrict (1d4+4 [+6])

Str 17 [21], **Dex** 17, **Con** 12 [16], **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 [+7] (+9 [+11] grapple); **CMD** 18 [20] (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11 [+13], Perception +12, Stealth +11, Swim +11 [+13]; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

Special Abilities

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Be they jungle-dwelling pythons or swamp-dwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

NOTES: _____

Cheetah (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]

Init +8; **Senses** low-light vision, scent; **Perception** +5

AC 15, **touch** 14, **flat-footed** 11 (+4 Dex, +1 natural)

hp 19 [25] (3d8+6 [+12])

Fort +5 [+7], **Ref** +7, **Will** +2

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 [+5] plus trip), 2 claws +6 (1d3+3 [+5])

Str 17 [21], **Dex** 19, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5 [+7]; **CMD** 19 [21] (23 [25] vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass);

Racial Modifiers +4 Stealth in tall grass

Special Abilities

Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.

The cheetah is a swift and deadly predator capable of moving with incredible speed, allowing it to run down unsuspecting foes hundreds of feet away. The hunting cat avoids areas of dense and tangled undergrowth, but has great skill at lying in wait in tall grass.

An adult cheetah is 4-1/2 feet long and weighs 140 pounds.

NOTES: _____

Crocodile (Summon Nature's Ally III)

(Caster's Alignment) Large animal [*augmented*]

Init +1; **Senses** low-light vision; **Perception** +8

AC 14, **touch** 10, **flat-footed** 13 (+1 Dex, +4 natural, -1 size)

hp 22 [28] (3d8+9 [+15])

Fort +6 [+8], **Ref** +4, **Will** +2

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 [+7] (1d8+4 [+6] plus grab) and tail slap +0 [+2] (1d12+2 [+4])

Special Attacks death roll (1d8+6 [+8] plus trip)

Str 19 [23], **Dex** 12, **Con** 17 [21], **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 [+9] (+11 [+13] grapple); **CMD** 18 [20] (22 [24] vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12 [+14];

Racial Modifiers +8 Stealth in water

SQ hold breath

Special Abilities

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

The typical crocodile is 14 feet long and weighs 1,400 pounds.

NOTES: _____

Dire Bat (Summon Nature's Ally III)

(Caster's Alignment) Large animal [*augmented*]
Init +2; **Senses** blindsense 40 ft.; **Perception** +12
AC 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)
hp 22 [30] (4d8+4 [+12]) **Fort** +5 [+7], **Ref** +6, **Will** +3
Speed 20 ft., fly 40 ft. (good)
Melee bite +5 [+7] (1d8+4 [+6]) **Str** 17 [21], **Dex** 15, **Con** 13 [17], **Int** 2, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +7 [+9]; **CMD** 19 [21]
Feats Alertness, Stealthy
Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4 Perception when using blindsense

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

NOTES: _____

Giant Crab (Summon Nature's Ally III)

(Caster's Alignment) Medium vermin (aquatic) [*augmented*]
Init +1; **Senses** darkvision 60 ft.; **Perception** +4
AC 16, **touch** 11, **flat-footed** 15 (+1 Dex, +5 natural)
hp 19 [25] (3d8+6 [+12]) **Fort** +5 [+7], **Ref** +2, **Will** +1
Immune mind-affecting effects
Speed 30 ft., swim 20 ft.
Melee 2 claws +4 [+6] (1d4+2 [+4] plus grab)
Special Attacks constrict (1d4+2 [+4]) **Str** 15 [19], **Dex** 13, **Con** 14 [18], **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +4 [+6] (+8 [+10] grapple); **CMD** 15 [17] (27 [29] vs. trip)
Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception
SQ water dependency
Special Abilities
Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Giant crabs behave much like their smaller cousins, feeding on both plant material like algae and fungus and animal matter such as fish, seabirds, and even unwary humanoids. The coloration of a giant crab's hard exoskeleton varies widely depending on species, and over time even shifts in response to its diet.

NOTES: _____

Electric Eel (Summon Nature's Ally III)

(Caster's Alignment) Small animal [*augmented*]
Init +6; **Senses** low-light vision; **Perception** +4
AC 15, **touch** 13, **flat-footed** 13 (+2 Dex, +2 natural, +1 size)
hp 17 [21] (2d8+8 [+12]) **Fort** +7 [+9], **Ref** +5, **Will** +0
Speed 5 ft., swim 30 ft.
Melee bite +3 [+5] (1d6+1 [+3]) and tail -2 touch (1d6 electricity)
Str 13 [17], **Dex** 14, **Con** 19 [23], **Int** 1, **Wis** 10, **Cha** 6
Base Atk +1; **CMB** +1 [+3]; **CMD** 13 [15] (can't be tripped)
Feats Improved Initiative
Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9 [+11]; **Racial Modifiers** +8 Escape Artist
Special Abilities

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 [17] Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

The electric eel is a curious fish that breathes air instead of water, yet certainly its most unusual characteristic is its ability to generate powerful jolts of electricity. An electric eel is 6 feet long and weighs 45 pounds.

NOTES: _____

Lizard, Giant Monitor (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +8
AC 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 natural)
hp 22 [28] (3d8+9 [+15]) **Fort** +8 [+10], **Ref** +5, **Will** +2
Speed 30 ft., swim 30 ft.
Melee bite +5 [+7] (1d8+4 [+6] plus grab and poison)
Str 17 [21], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +5 [+7] (+9 [+11] grapple); **CMD** 17 [19] (21 [23] vs. trip)
Feats Great Fortitude, Skill Focus (Perception)
Skills Climb +7 [+9], Perception +8, Stealth +10 (+14 in undergrowth), Swim +11 [+13]; **Racial Modifiers** +4 Stealth (+8 in undergrowth)
Special Abilities
Poison (Su) Bite—injury; save Fort DC 14 [16]; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Monitor lizards are large enough to pose a threat to humans, and in some societies are often mistaken for dragons. Some can reach lengths of 10 feet or more and weights of 350 pounds.

NOTES: _____

Leopard (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]
Init +4; **Senses** low-light vision, scent; **Perception** +5
AC 15, **touch** 14, **flat-footed** 11 (+4 Dex, +1 natural)
hp 19 [25] (3d8+6 [+12])
Fort +5 [+7], **Ref** +7, **Will** +2
Speed 30 ft., climb 20 ft.
Melee bite +6 (1d6+3 [+5] plus grab), 2 claws +6 (1d3+3 [+5])
Special Attacks pounce, rake (2 claws +6 1d3+3 [+5])
Str 16 [20], **Dex** 19, **Con** 15 [19], **Int** 2, **Wis** 13, **Cha** 6
Base Atk +2; **CMB** +5 [+7] (+9 [+11] grapple); **CMD** 19 [21] (23 [25] vs. trip)
Feats Skill Focus (Stealth), Weapon Finesse
Skills Acrobatics +8, Climb +11 [+13], Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

Leopards are 4 feet long and weigh 120 pounds. What differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

NOTES: _____

Wolverine (Summon Nature's Ally III)

(Caster's Alignment) Medium animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +10
AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)
hp 22 [28] (3d8+9 [+15])
Fort +5 [+7], **Ref** +5, **Will** +2
Speed 30 ft., burrow 10 ft., climb 10 ft.
Melee 2 claws +4 [+6] (1d6+2 [+4]), bite +4 [+6] (1d4+2 [+4])
Special Attacks rage
Str 15 [19], **Dex** 15, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +4 [+6]; **CMD** 16 [18] (20 [22] vs. trip)
Feats Skill Focus (Perception), Toughness
Skills Climb +10 [+12], Perception +10
Special Abilities
Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Wolverines are territorial, especially when it comes to food, and have been known to defend their kills against much larger predators, such as black bears. They are fearsome opponents, launching into a frenzy when wounded. They tend to give off a very strong, unpleasant musk smell when angry.

Armed with powerful jaws, strong legs, and a thick hide, wolverines are remarkably strong for their size. They are reckless in battle and throw themselves at their foes, clawing and biting furiously.

NOTES: _____

Shark (Summon Nature's Ally III)

(Caster's Alignment) Large animal (aquatic) [*augmented*]
Init +5; **Senses** blindsense 30 ft., darkvision 60 ft., keen scent; **Perception** +8
AC 14, **touch** 10, **flat-footed** 13 (+1 Dex, +4 natural, -1 size)
hp 22 [30] (4d8+4 [+12])
Fort +7 [+9], **Ref** +5, **Will** +2
Speed swim 60 ft.
Melee bite +5 [+7] (1d8+4 [+6])
Str 17 [21], **Dex** 12, **Con** 13 [17], **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +7 [+9]; **CMD** 18 [20]
Feats Great Fortitude, Improved Initiative
Skills Perception +8, Swim +11 [+13]
Special Abilities
Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

The shark is a relentless eating machine, a creature evolved over the course of eons to do one job perfectly—hunting. Sharks have achieved a special place in the lore of most seafaring races, who view them as devils, monsters, and the wrath of the gods.

The shark presented here is a 10-foot-long, 300-pound blue shark.

NOTES: _____

Ant, Giant, Drone (Summon Nature's Ally IV)

(Caster's Alignment) Medium vermin [*augmented*]
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +7
AC 19, **touch** 12, **flat-footed** 17; (+2 Dex, +7 natural)
hp 22 [26] (2d8+13 [+17])
Fort +8 [+10], **Ref** +2, **Will** +3
Immune mind-affecting effects
Speed 50 ft., climb 20 ft., fly 30 ft. (average)
Melee bite +6 [+7] (1d6+4 [+6] plus grab), sting +5 [+7] (1d4+4 [+6] plus poison)
Str 18 [22], **Dex** 14, **Con** 21 [25], **Int** —, **Wis** 17, **Cha** 15
Base Atk +1; **CMB** +5 [+7] (+9 [+11] grapple); **CMD** 15 [17] (23 [25] vs. trip)
Feats Toughness^B
Skills Climb +12 [+14], Perception +7, Survival +7; **Racial Modifiers** +4 Perception, +4 Survival
Special Abilities
Poison (Ex) Sting—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

NOTES: _____

Bison (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +0; **Senses** low-light vision, scent; **Perception** +8
AC 17, **touch** 9, **flat-footed** 17 (+8 natural, -1 size)
hp 42 [52] (5d8+20 [+30])
Fort +8 [+10], **Ref** +4, **Will** +1
Speed 40 ft.
Melee gore +10 [+12] (2d6+12 [+14])
Special Attacks stampede, trample (2d6+12 [+14], DC 20 [22])
Str 27 [31], **Dex** 10, **Con** 19 [23], **Int** 2, **Wis** 11, **Cha** 4
Base Atk +3; **CMB** +12 [+14]; **CMD** 22 [24] (26 [28] vs. trip)
Feats Endurance, Improved Bull Rush, Power Attack
Skills Perception +8
Special Abilities
Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Bison are large herd animals. They can grow as long as 12 feet and as tall as 7 feet at the shoulder. Average bison weigh 2,200 pounds.

NOTES: _____

Dire Ape (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +2; **Senses** low-light vision, scent; **Perception** +8
AC 15, **touch** 11, **flat-footed** 13; (+2 Dex, +4 natural, -1 size)
hp 30 [38] (4d8+12 [+20])
Fort +7 [+9], **Ref** +6, **Will** +4
Speed 30 ft., **climb** 30 ft.
Melee bite +6 [+8] (1d6+4 [+6]), 2 claws +6 [+8] (1d4+4 [+6])
Special Attacks rend (2 claws, 1d4+6 [+8])
Str 19 [23], **Dex** 15, **Con** 16 [20], **Int** 2, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +8 [+10]; **CMD** 20 [22]
Feats Iron Will, Skill Focus (Perception)
Skills Acrobatics +6, Climb +16 [+18], Perception +8, Stealth +2
Special Abilities
Rend (Ex) If it hits with two or more natural attacks in 1 round, a dire ape can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional 1d4+6 [+8] damage once per round.

The dire ape is a much more dangerous and bestial creature than the relatively peaceful gorilla. An adult male dire ape stands 9 feet tall and weighs 1,200 pounds. A dire ape makes no displays of toughness or warnings before it attacks—it simply leaps into action with little or no provocation, tearing at its opponents with claws and teeth. If a dire ape is stymied by a heavily armored foe, it attempts to grapple its foe, pin it to the ground, and rend it.

NOTES: _____

Deinonychus (Summon Nature's Ally IV)

(Caster's Alignment) Medium animal [*augmented*]
Init +6; **Senses** low-light vision, scent; **Perception** +14
AC 15, **touch** 12, **flat-footed** 13 (+2 Dex, +3 natural)
hp 34 [42] (4d8+16 [+24])
Fort +8 [+10], **Ref** +6, **Will** +2
Speed 60 ft.
Melee 2 talons +5 [+7] (1d8+2 [+4]), bite +5 [+7] (1d6+2 [+4]), foreclaws +0 [+2] (1d4+1 [+3])
Special Attacks pounce
Str 15 [19], **Dex** 15, **Con** 19 [23], **Int** 2, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +5 [+7]; **CMD** 17 [19]
Feats Improved Initiative, Run
Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15;
Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth
Special Abilities
Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

NOTES: _____

Dire Boar (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +4; **Senses** low-light vision, scent; **Perception** +12
AC 15, **touch** 9, **flat-footed** 15 (+6 natural, -1 size)
hp 42 [52] (5d8+20 [+30])
Fort +7 [+9], **Ref** +4, **Will** +2
Defensive Abilities ferocity
Speed 40 ft.
Melee gore +8 [+10] melee (2d6+9 [+11])
Str 23 [27], **Dex** 10, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +10 [+12]; **CMD** 20 [22]
Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +12
Special Abilities
Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.

NOTES: _____

Dire Wolf (Summon Nature's Ally IV)(Caster's Alignment) Large animal [*augmented*]**Init** +2; **Senses** low-light vision, scent; **Perception** +10**AC** 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)**hp** 37 [47] (5d8+15 [+25])**Fort** +7 [+9], **Ref** +6, **Will** +2**Speed** 50 ft.**Melee** bite +7 [+9] (1d8+6 [+8] plus trip)**Str** 19 [23], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +8 [+10]; **CMD** 20 [22] (24 [26] vs. trip)**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking);**Racial Modifiers** +4 Survival when tracking by scent**Special Abilities****Trip** (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.

NOTES: _____

Elemental, Earth, Medium (Summon Nature's Ally IV)(Caster's Alignment) Medium outsider (earth, elemental, extraplanar) [*augmented*]**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +7**AC** 18, **touch** 9, **flat-footed** 18 (-1 Dex, +9 natural)**hp** 34 [42] (4d10+12 [+20])**Fort** +7 [+9], **Ref** +0, **Will** +4**Immune** elemental traits**Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +9 [+11] (1d8+7 [+9])**Special Attacks** earth mastery**Str** 20 [24], **Dex** 8, **Con** 17 [21], **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +9 [+11]; **CMD** 18 [20]**Feats** Cleave, Improved Bull Rush^B, Power Attack**Skills** Appraise +1, Climb +10 [+12], Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3**Special Abilities****Earth Glide** (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.**Earth Mastery** (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Medium earth elemental is about 8 feet tall and weighs about 750 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____

Elemental, Air, Medium (Summon Nature's Ally IV)(Caster's Alignment) Medium outsider (air, elemental, extraplanar) [*augmented*]**Init** +9; **Senses** darkvision 60 ft.; **Perception** +7**AC** 19, **touch** 16, **flat-footed** 13 (+5 Dex, +1 dodge, +3 natural)**hp** 30 [38] (4d10+8 [+16])**Fort** +6 [+8], **Ref** +9, **Will** +1**Defensive Abilities** air mastery**Immune** elemental traits**Speed** fly 100 ft. (perfect)**Melee** slam +9 (1d6+3 [+5])**Special Attacks** whirlwind (3/day, 10-30 ft. high, 1d6+3 [+5] damage, DC 14)**Str** 14 [18], **Dex** 21, **Con** 14 [18], **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +6 [+8]; **CMD** 22 [24]**Feats** Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10**Special Abilities****Air Mastery** (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.**Whirlwind** (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

Elemental, Fire, Medium (Summon Nature's Ally IV)(Caster's Alignment) Medium outsider (elemental, extraplanar, fire) [*augmented*]**Init** +7; **Senses** darkvision 60 ft.; **Perception** +7**AC** 17, **touch** 14, **flat-footed** 13 (+3 Dex, +1 dodge, +3 natural)**hp** 30 [38] (4d10+8 [+16])**Fort** +6 [+8], **Ref** +7, **Will** +1**Immune** elemental traits, fire**Weaknesses** vulnerability to cold**Speed** 50 ft.**Melee** slam +7 (1d6+1 [+3] plus burn)**Special Attacks** burn (1d4, DC 14 [16])**Str** 12 [16], **Dex** 17, **Con** 14 [18], **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +5 [+7]; **CMD** 18 [20]**Feats** Dodge, Improved Initiative^B, Weapon Finesse^B**Skills** Acrobatics +8, Climb +5 [+7], Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7**Special Abilities****Burn** (Ex) DC 14 [16] Reflex save or catch fire, taking 1d4 damage for an additional 1d4 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____

Elemental, Water, Medium (Summon Nature's Ally IV)

(Caster's Alignment) Medium outsider (elemental, extraplanar, water) [*augmented*]

Init +1; **Senses** darkvision 60 ft.; **Perception** +5

AC 17, **touch** 11, **flat-footed** 16 (+1 Dex, +6 natural)

hp 30 [38] (4d10+8 [+16])

Fort +6 [+8], **Ref** +5, **Will** +1

Immune elemental traits

Speed 20 ft., swim 90 ft.

Melee slam +7 [+9] (1d8+4 [+6])

Special Attacks drench, vortex (DC 15), water mastery

Str 16 [20], **Dex** 12, **Con** 15 [19], **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7 [+9]; **CMD** 18 [20]

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16 [+18]

Special Abilities

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 4th).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____

Giant Wasp (Summon Nature's Ally IV)

(Caster's Alignment) Large vermin [*augmented*]

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 14, **touch** 10, **flat-footed** 13; (+1 Dex, +4 natural, -1 size)

hp 34 [42] (4d8+16 [+24])

Fort +8 [+10], **Ref** +2, **Will** +2

Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good)

Melee sting +6 [+8] (1d8+6 [+8] plus poison)

Str 18 [22], **Dex** 12, **Con** 18 [22], **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +8 [+10]; **CMD** 19 [21]

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 18 [20]; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Giant wasps attack when hungry or threatened, stinging their prey to death. Even when part of a nest, giant wasps tend toward solitary hunting, and it's rare to see more than one at a time.

NOTES: _____

Giant Stag Beetle (Summon Nature's Ally IV)

(Caster's Alignment) Large vermin [*augmented*]

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

AC 17, **touch** 9, **flat-footed** 17 (+8 natural, -1 size)

hp 45 [59] (7d8+14 [+28])

Fort +7 [+9], **Ref** +2, **Will** +2

Immune mind-affecting effects

Speed 20 ft., fly 20 ft. (poor)

Melee bite +8 [+10] (2d8+6 [+8])

Special Attacks trample (1d6+6 [+8], DC 17 [19])

Str 19 [23], **Dex** 10, **Con** 15 [19], **Int** —, **Wis** 10, **Cha** 9

Base Atk +5; **CMB** +10 [+12]; **CMD** 20 [22] (28 [30] vs. trip)

Skills Fly -6

Nearly 10 feet long, giant stag beetles become serious dangers when they wander into logging camps due to their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

NOTES: _____

Griffon (Summon Nature's Ally IV)

(Caster's Alignment) Large magical beast [*augmented*]

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

AC 17, **touch** 11, **flat-footed** 15 (+2 Dex, +6 natural, -1 size)

hp 42 [52] (5d10+15 [+25])

Fort +7 [+9], **Ref** +6, **Will** +4

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 [+10] (1d6+3 [+5]), 2 talons +7 [+9] (1d6+3 [+5])

Special Attacks pounce, rake (2 claws +7 [+9], 1d4+3 [+5])

Str 16 [20], **Dex** 15, **Con** 16 [20], **Int** 5, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9 [+11]; **CMD** 21 [23] (25 [27] vs. trip)

Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10, Fly +5, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

Griffons are powerful aerial predators, swooping down from their high aeries to take their prey with beak and talon. Aggressive and territorial, they are no mere beasts, but rather calculating combatants and loyal companions to those who earn their respect, fighting to the death to protect their friends and kin.

Weighing in at over 500 pounds and measuring 8 feet long from hooked beak to tufted tail, the griffon strikes an imposing silhouette that has long been used in heraldry and other iconography as a symbol of power, authority, and justice. Griffons can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a griffon requires an exotic saddle.

NOTES: _____

Grizzly Bear (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +1; **Senses** low-light vision, scent; **Perception** +6
AC 16, **touch** 10, **flat-footed** 15 (+1 Dex, +6 natural, -1 size)
hp 42 [52] (5d8+20 [+30]))
Fort +8 [+10], **Ref** +5, **Will** +2
Speed 40 ft.
Melee 2 claws +7 [+9] (1d6+5 [+7] plus grab), bite +7 [+9] (1d6+5 [+7]))
Str 21 [25], **Dex** 13, **Con** 19 [23], **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9 [+11] (+13 [+15] grapple); **CMD** 20 [22] (24 [26] vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +6, Survival +5, Swim +14 [+16]; **Racial Modifiers** +4 Swim

SQ grab
Special Abilities

Grab (Ex) If the bear hits, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than the bear. Each successful grapple check it makes during successive rounds automatically deals the damage indicated.

When faced with a foe or small group of threats, the grizzly attempts to subdue or kill with its claws. When it can, the bear tries to grab a single target to deal continual damage until that target is dead, unconscious, or escapes.

NOTES: _____

Mephit, Air (Summon Nature's Ally IV)

(Caster's Alignment) Small outsider (air) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9])); **fast healing** 2 (only works in gusty and windy areas)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Speed 30 ft., fly 60 ft. (perfect)
Melee 2 claws +5 [+7] (1d3+1 [+3]))
Special Attacks breath weapon (15-foot cone of sand and grit, 1d8 slashing, Reflex DC 13 [15] for half)
Spell-Like Abilities (CL 6th)
1/day—*gust of wind*, *summon* (level 2, 1 mephit of the same type, 25%)
1/hour—*blur*

Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]
Feats Dodge, Improved Initiative
Skills Bluff +8, Fly +10, Perception +6, Stealth +12
Languages Common, Auran
Special Abilities
Breath Weapon (Su) An air mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Air mephits are whimsical and prone to distraction.

NOTES: _____

Lion (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +7; **Senses** low-light vision, scent; **Perception** +9
AC 15, **touch** 12, **flat-footed** 12 (+3 Dex, +3 natural, -1 size)
hp 32 [42] (5d8+10 [+20]))
Fort +6 [+8], **Ref** +7, **Will** +2
Speed 40 ft.
Melee bite +7 [+9] (1d8+5 [+7] plus grab), 2 claws +7 [+9] (1d4+5 [+7]))
Special Attacks pounce, rake (2 claws +7 [+9], 1d4+5 [+7]))
Str 21 [25], **Dex** 17, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +9 [+11] (+13 [+15] grapple); **CMD** 22 [24] (26 [28] vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)
Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

SQ grab, pounce, rake
Special Abilities

Grab (Ex) If the lion hits with a bite attack, it deals normal damage and starts a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals damage.

Pounce (Ex) When the lion makes a charge, it can make a full attack.
Rake (Ex) The lion gains two additional claw attacks that it can use only against a grappled foe. The lion must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

NOTES: _____

Mephit, Dust (Summon Nature's Ally IV)

(Caster's Alignment) Small outsider (air) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9])); **fast healing** 2 (only works in dusty environments)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Speed 30 ft., fly 50 ft. (perfect)
Melee 2 claws +5 [+7] (1d3+1 [+3]))
Special Attacks breath weapon (15-foot cone of dust, 1d4 slashing and sickened 3 rounds, Reflex DC 13 [15] for half and negated condition)
Spell-Like Abilities (CL 6th)
1/day—*summon* (level 2, 1 mephit of the same type, 25%), *wind wall*
1/hour—*blur*

Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]
Feats Dodge, Improved Initiative
Skills Bluff +8, Fly +10, Perception +6, Stealth +12
Languages Common, Auran
Special Abilities
Breath Weapon (Su) A dust mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Dust mephits are irritating and persistent.

NOTES: _____

Mephit, Earth (Summon Nature's Ally IV)(Caster's Alignment) Small outsider (earth) [*augmented*]**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**AC** 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)**hp** 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works while underground)**Fort** +2 [+4], **Ref** +5, **Will** +3**DR** 5/magic**Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 [+7] (1d3+1 [+3])**Special Attacks** breath weapon (15-foot cone of rocks, 1d8 bludgeoning, Reflex DC 13 [15] for half)**Spell-Like Abilities** (CL 6th)**1/day**—*soften earth and stone, summon* (level 2, 1 mephit of the same type, 25%)**Str** 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3 [+5]; **CMD** 15 [17]**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Terran**Special Abilities****Breath Weapon** (Su) An earth mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.**Change Size** (Su) Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.

Earth mephits are plodding and humorless.

NOTES: _____

Mephit, Ice (Summon Nature's Ally IV)(Caster's Alignment) Small outsider (cold) [*augmented*]**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**AC** 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)**hp** 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works in areas below freezing)**Fort** +2 [+4], **Ref** +5, **Will** +3**DR** 5/magic**Immune** cold**Weakness** vulnerability to fire**Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 [+7] (1d3+1 [+3])**Special Attacks** breath weapon (15-foot cone of ice, 1d4 cold and sickened 3 rounds, Reflex DC 13 [15] for half and condition negated)**Spell-Like Abilities** (CL 6th)**1/day**—*chill metal* (DC 14), *summon* (level 2, 1 mephit of the same type, 25%)**1/hour**—*magic missile***Str** 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3 [+5]; **CMD** 15 [17]**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Auran**Special Abilities****Breath Weapon** (Su) An ice mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Ice mephits are cruel and aloof.

NOTES: _____

Mephit, Fire (Summon Nature's Ally IV)(Caster's Alignment) Small outsider (fire) [*augmented*]**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**AC** 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)**hp** 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works while in contact with fire)**Fort** +2 [+4], **Ref** +5, **Will** +3**DR** 5/magic**Immune** fire**Weakness** vulnerability to cold**Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 [+7] (1d3+1 [+3])**Special Attacks** breath weapon (15-foot cone of flame, 1d8 fire, Reflex DC 13 [15] for half)**Spell-Like Abilities** (CL 6th)**1/day**—*heat metal* (DC 14), *summon* (level 2, 1 mephit of the same type, 25%)**1/hour**—*scorching ray***Str** 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3 [+5]; **CMD** 15 [17]**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Ignan**Special Abilities****Breath Weapon** (Su) A fire mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Fire mephits are vengeful and quick to anger.

NOTES: _____

Mephit, Magma (Summon Nature's Ally IV)(Caster's Alignment) Small outsider (fire) [*augmented*]**Init** +6; **Senses** darkvision 60 ft.; **Perception** +6**AC** 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)**hp** 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works when in contact with magma or lava)**Fort** +2 [+4], **Ref** +5, **Will** +3**DR** 5/magic**Immune** fire**Weakness** vulnerability to cold**Speed** 30 ft., fly 40 ft. (average)**Melee** 2 claws +5 [+7] (1d3+1 [+3])**Special Attacks** breath weapon (15-foot cone of fire, 1d8 fire, Reflex DC 13 [15] for half)**Spell-Like Abilities** (CL 6th)**1/day**—*pyrotechnics, summon* (level 2, 1 mephit of the same type, 25%)**Str** 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3 [+5]; **CMD** 15 [17]**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Ignan**Special Abilities****Breath Weapon** (Su) A magma mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.**Magma Form** (Su): Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.

Magma mephits are dim-witted brutes.

NOTES: _____

Mephit, Ooze (Summon Nature's Ally IV) (Caster's Alignment) Small outsider (water) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works in wet or muddy environments)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Speed 30 ft., fly 40 ft. (average), swim 30 ft.
Melee 2 claws +5 [+7] (1d3+1 [+3])
Special Attacks breath weapon (15-foot cone of slime, 1d4 acid and sickened 3 rounds, Reflex DC 13 [15] for half and condition negated)
Spell-Like Abilities (CL 6th)
1/day—*stinking cloud* (DC 15), *summon* (level 2, 1 mephit of the same type, 25%)
1/hour—*acid arrow*

Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Aquan

Special Abilities

Breath Weapon (Su) An ooze mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Ooze mephits are disgusting and slow to act.

NOTES: _____

Mephit, Steam (Summon Nature's Ally IV) (Caster's Alignment) Small outsider (fire) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works in boiling water or steam)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Immune fire
Weakness vulnerability to cold
Speed 30 ft., fly 40 ft. (average)
Melee 2 claws +5 [+7] (1d3+1 [+3])
Special Attacks breath weapon (15-foot cone of steam, 1d4 fire and sickened 3 rounds, Reflex DC 13 [15] for half and condition negated)
Spell-Like Abilities (CL 6th)
1/day—*summon* (level 2, 1 mephit of the same type, 25%)
1/hour—*blur*
Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]
Feats Dodge, Improved Initiative
Skills Bluff +8, Fly +10, Perception +6, Stealth +12
Languages Common, Ignan
Special Abilities
Breath Weapon (Su) A steam mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.
Boiling Rain (Su): Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.

Steam mephits are overconfident and brash.

NOTES: _____

Mephit, Salt (Summon Nature's Ally IV) (Caster's Alignment) Small outsider (earth) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works in arid environments)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Speed 30 ft., fly 40 ft. (average)
Melee 2 claws +5 [+7] (1d3+1 [+3])
Special Attacks breath weapon (15-foot cone of salt crystal, 1d4 slashing and sickened 3 rounds, Reflex DC 13 [15] for half and condition negated)
Spell-Like Abilities (CL 6th)
1/day—*summon* (level 2, 1 mephit of the same type, 25%)
1/hour—*glitterdust*

Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, Terran

Special Abilities

Breath Weapon (Su) A salt mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Dehydrate (Su): Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Salt mephits are cruel and aloof.

NOTES: _____

Mephit, Water (Summon Nature's Ally IV) (Caster's Alignment) Small outsider (water) [*augmented*]
Init +6; **Senses** darkvision 60 ft.; **Perception** +6
AC 16, **touch** 13, **flat-footed** 14 (+2 Dex, +3 natural, +1 size)
hp 19 [25] (3d10+3 [+9]); **fast healing** 2 (only works underwater)
Fort +2 [+4], **Ref** +5, **Will** +3
DR 5/magic
Speed 30 ft., fly 40 ft. (average), swim 30 ft.
Melee 2 claws +5 [+7] (1d3+1 [+3])
Special Attacks breath weapon (15-foot cone of acid, 1d8 acid, Reflex DC 13 [15] for half)
Spell-Like Abilities (CL 6th)
1/day—*stinking cloud* (DC 15), *summon* (level 2, 1 mephit of the same type, 25%)
1/hour—*acid arrow*
Str 13 [17], **Dex** 15, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3 [+5]; **CMD** 15 [17]
Feats Dodge, Improved Initiative
Skills Bluff +8, Fly +10, Perception +6, Stealth +12
Languages Common, Aquan
Special Abilities
Breath Weapon (Su) A water mephit can unleash its breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Water mephits are constant jokesters.

NOTES: _____

Owlbear (Summon Nature's Ally IV)

(Caster's Alignment) Large magical beast [*augmented*]
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12
AC 15, **touch** 10, **flat-footed** 14 (+1 Dex, +5 natural, -1 size)
hp 47 [57] (5d10+20 [+30]))
Fort +10 [+12], **Ref** +5, **Will** +2
Speed 30 ft.
Melee 2 claws +8 [+10] (1d6+4 [+6] plus grab), bite +8 [+10] (1d6+4 [+6])
Str 19 [23], **Dex** 12, **Con** 18 [22], **Int** 2, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +10 [12] (+14 [+16] grapple); **CMD** 21 [23] (25 [27] vs. trip)
Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)
Skills Perception +12

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack.

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.

NOTES: _____

Rhinoceros (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +0; **Senses** scent; **Perception** +12
AC 16, **touch** 9, **flat-footed** 16 (+7 natural, -1 size)
hp 42 [52] (5d8+20 [+30]))
Fort +10 [+12], **Ref** +4, **Will** +2
Speed 40 ft.
Melee gore +8 [+10] (2d6+9 [+11]))
Special Attacks powerful charge (gore, 4d6+12 [+14]))
Str 22 [26], **Dex** 10, **Con** 19 [23], **Int** 2, **Wis** 13, **Cha** 5
Base Atk +3; **CMB** +10 [+12]; **CMD** 20 [22] (24 [26] vs. trip)
Feats Endurance, Great Fortitude, Skill Focus (Perception)
Skills Perception +12
SQ powerful charge
Special Abilities
Powerful Charge (Ex) When the rhino makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

The rhino's thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. The rhinoceros is notoriously short-tempered and prone to attacking anything it perceives as approaching too closely (generally within a distance of 80 feet—the distance of a single charge—for most rhinos).

NOTES: _____

Pteranodon (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +8; **Senses** low-light vision, scent; **Perception** +11
AC 16, **touch** 14, **flat-footed** 11 (+4 Dex, +1 dodge, +2 natural, -1 size)
hp 32 [42] (5d8+10 [+20]))
Fort +6 [+8], **Ref** +8, **Will** +3
Speed 10 ft., fly 50 ft. (clumsy)
Melee bite +5 [+7] (2d6+4 [+6]))
Str 16 [20], **Dex** 19, **Con** 15 [19], **Int** 2, **Wis** 15, **Cha** 12
Base Atk +3; **CMB** +7 [+9]; **CMD** 21 [23]
Feats Dodge, Improved Initiative, Skill Focus (Perception)
Skills Fly -1, Perception +11

The pteranodon is not itself a dinosaur but rather a large flying reptile that is often found in areas dinosaurs are common. Its flight lacks grace, so it lands on the ground to fight foes it can't carry away.

A pteranodon has a wingspan of 30 feet but only weighs 40 pounds.

NOTES: _____

Satyr (Summon Nature's Ally IV)

(Caster's Alignment) Medium fey [*augmented*]
Init +2; **Senses** low-light vision; **Perception** +18
AC 17, **touch** 12, **flat-footed** 15 (+2 Dex, +5 natural)
hp 44 [60] (8d6+16 [+32]))
Fort +4 [+6], **Ref** +8, **Will** +8
DR 5/cold iron
Speed 40 ft.
Melee dagger +6 (1d4+2 [+4]/19-20), horns +1 (1d6+1 [+3]))
Ranged short bow +6 (1d6/x3)
Special Attacks pipes
Spell-Like Abilities (CL 8th)
At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)
1/day—*fear* (DC 18), *summon nature's ally III*
Str 14 [18], **Dex** 15, **Con** 15 [19], **Int** 12, **Wis** 14, **Cha** 19
Base Atk +4; **CMB** +6 [+8]; **CMD** 18 [20]
Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse
Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +21, Stealth +17, Survival +7; **Racial Modifiers** +4 Perception, +4 Perform, +4 Stealth
Languages Common, Sylvan
Special Abilities
Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

NOTES: _____

Tiger (Summon Nature's Ally IV)

(Caster's Alignment) Large animal [*augmented*]
Init +6; **Senses** low-light vision, scent; **Perception** +8
AC 14, **touch** 11, **flat-footed** 12 (+2 Dex, +3 natural, -1 size)
hp 45 [57] (6d8+18 [+30])
Fort +8 [+10], **Ref** +7, **Will** +3
Speed 40 ft.
Melee 2 claws +10 [+12] (1d8+6 [+8] plus grab), bite +9 [+11] (2d6+6 [+8] plus grab)
Special Attacks pounce, rake (2 claws +10 [+12], 1d8+6 [+8])
Str 23 [27], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +11 [+13] (+15 [+17] grapple); **CMD** 23 [25] (27 [29] vs. trip)
Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Tigers stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

NOTES: _____

Cyclops (Summon Nature's Ally V)

(Caster's Alignment) Large humanoid (giant) [*augmented*]
Init -1; **Senses** low-light vision; **Perception** +11
AC 19, **touch** 8, **flat-footed** 19 (+4 armor, -1 Dex, +7 natural, -1 size)
hp 65 [85] (10d8+20 [+40])
Fort +9 [+11], **Ref** +2, **Will** +4
Defensive Abilities ferocity
Speed 30 ft.
Melee greataxe +11 [+13] (3d6+7 [+9]/×3)
Ranged heavy crossbow +5 (2d8/19-20/×3)
Str 21 [25], **Dex** 8, **Con** 15 [19], **Int** 10, **Wis** 13, **Cha** 8
Base Atk +7; **CMB** +13 [+15]; **CMD** 22 [24]
Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack
Skills Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception
Languages Common, Cyclops, Giant
SQ flash of insight
Special Abilities
Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

NOTES: _____

Ankylosaurus (Summon Nature's Ally V)

(Caster's Alignment) Huge animal [*augmented*]
Init +0; **Senses** low-light vision, scent; **Perception** +14
AC 22, **touch** 8, **flat-footed** 22 (+14 natural, -2 size)
hp 75 [95] (10d8+30 [+50])
Fort +12 [+14], **Ref** +7, **Will** +4
Speed 30 ft.
Melee tail +14 [+16] (3d6+12 [+14] plus stun)
Str 27 [31], **Dex** 10, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 8
Base Atk +7; **CMB** +17 [+19]; **CMD** 27 [29] (31 [33] vs. trip)
Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)
Skills Perception +14
Special Abilities
Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 [25] save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

The ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from an ankylosaurus's tail can leave most creatures stunned long enough for the armored dinosaur to make good an escape, although once confronted, most ankylosauruses are too ill-tempered and stubborn to flee. Instead, they stand their ground and use their tails to great effect in battle. An ankylosaurus is 30 feet long and weighs 6,000 pounds.

NOTES: _____

Dire Lion (Summon Nature's Ally V)

(Caster's Alignment) Large animal [*augmented*]
Init +6; **Senses** low-light vision, scent; **Perception** +11
AC 15, **touch** 11, **flat-footed** 13 (+2 Dex, +4 natural, -1 size)
hp 60 [76] (8d8+24 [+40])
Fort +9 [+11], **Ref** +8, **Will** +3
Speed 40 ft.
Melee bite +12 [+14] (1d8+7 [+9] plus grab), 2 claws +13 [+15] (1d6+7 [+9])
Special Attacks pounce, rake (2 claws +13 [+15], 1d6+7 [+9])
Str 25 [29], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +14 [+16] (+18 [+20] grapple); **CMD** 26 [28] (30 [32] vs. trip)
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)
SQ grab, pounce, rake
Special Abilities
Grab (Ex) If the dire lion hits with a bite attack, it deals normal damage and starts a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals damage.
Pounce (Ex) When the dire lion makes a charge, it can make a full attack.
Rake (Ex) The dire lion gains two additional claw attacks that it can use only against a grappled foe. The lion must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

NOTES: _____

Elemental, Air, Large (Summon Nature's Ally V)

(Caster's Alignment) Large outsider (air, elemental, extraplanar)

[*augmented*]

Init +11; **Senses** darkvision 60 ft.; **Perception** +11

AC 21, **touch** 17, **flat-footed** 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 [84] (8d10+24 [+40])

Fort +9 [+11], **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4 [+6])

Special Attacks whirlwind (3/day, 10–40 ft. high, 1d8+4 [+6] damage, DC 18 [20])

Str 18 [22], **Dex** 25, **Con** 16 [20], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13 [+15]; **CMD** 31 [33]

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

Languages Auran

Special Abilities

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

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Elemental, Fire, Large (Summon Nature's Ally V)

(Caster's Alignment) Large outsider (elemental, extraplanar, fire)

[*augmented*]

Init +9; **Senses** darkvision 60 ft.; **Perception** +11

AC 19, **touch** 15, **flat-footed** 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 [76] (8d10+16 [+32])

Fort +8 [+10], **Ref** +11, **Will** +4

Defensive Abilities DR 5/-; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee 2 slams +12 (1d8+2 [+4] plus burn)

Special Attacks burn (1d8, DC 16 [18])

Str 14 [18], **Dex** 21, **Con** 14 [18], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11 [+13]; **CMD** 27 [29]

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

Languages Ignan

Special Abilities

Burn (Ex) DC 16 [18] Reflex save or catch fire, taking 1d8 damage for an additional 1d8 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____

Elemental, Earth, Large (Summon Nature's Ally V)

(Caster's Alignment) Large outsider (earth, elemental, extraplanar)

[*augmented*]

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +11

AC 18, **touch** 8, **flat-footed** 18 (-1 Dex, +10 natural, -1 size)

hp 68 [84] (8d10+24 [+40])

Fort +9 [+11], **Ref** +1, **Will** +6

Defensive Abilities earth mastery; **DR** 5/—; **Immune** elemental traits

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +14 [+16] (2d6+7 [+9])

Special Attacks earth mastery

Str 24 [28], **Dex** 8, **Con** 17 [21], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16 [+18]; **CMD** 25 [27]

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15 [+17], Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

Special Abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 [17] Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Large earth elemental is about 16 feet tall and weighs about 6,000 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____

Elemental, Water, Large (Summon Nature's Ally V)

(Caster's Alignment) Large outsider (elemental, extraplanar, water)

[*augmented*]

Init +2; **Senses** darkvision 60 ft.; **Perception** +9

AC 18, **touch** 12, **flat-footed** 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 68 [84] (8d10+24 [+40])

Fort +9 [+11], **Ref** +8, **Will** +2

Defensive Abilities DR 5/-; **Immune** elemental traits

Speed 20 ft., swim 90 ft.

Melee 2 slams +12 [+14] (1d8+5 [+7])

Special Attacks drench, vortex (DC 19 [21]), water mastery

Str 20 [24], **Dex** 14, **Con** 17 [21], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14 [+16]; **CMD** 27 [29]

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24 [+26]

Languages Aquan

Special Abilities

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 8th).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____

Ettin (Summon Nature's Ally V)(Caster's Alignment) Large humanoid (giant) [*augmented*]**Init** +3; **Senses** low-light vision; **Perception** +12**AC** 18, **touch** 8, **flat-footed** 18; (+2 armor, -1 Dex, +8 natural, -1 size)**hp** 65 [85] (10d8+20 [+40])**Fort** +9 [+11], **Ref** +2, **Will** +5**Speed** 40 ft.**Melee** 2 flails +12/+12/+7/+7 [+14/+14/+9/+9] (2d6+6 [+8])**Ranged** 2 javelins +5 (1d8+6 [+8])**Special Attacks** superior two-weapon fighting**Str** 23 [27], **Dex** 8, **Con** 15 [19], **Int** 6, **Wis** 10, **Cha** 11**Base Atk** +7; **CMB** +14 [+16]; **CMD** 23 [25]**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +8, Perception +12; **Racial Modifiers** +4 on Perception**Languages** pidgin of Giant, Goblin, and Orc**Special Abilities****Superior Two-Weapon Fighting** (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Ettins superficially resemble hill or stone giants, although their tusked facial features betray orc blood in their lineage. They have pinkish-brown skin, but ettins never bathe if they can help it, which usually leaves them so grimy and dirty their skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds.

NOTES: _____

Girallon (Summon Nature's Ally V)(Caster's Alignment) Large magical beast [*augmented*]**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11**AC** 18, **touch** 12, **flat-footed** 15 (+3 Dex, +6 natural, -1 size)**hp** 73 [87] (7d10+35 [49])**Fort** +9 [+11], **Ref** +8, **Will** +5**Speed** 40 ft., climb 40 ft.**Melee** bite +10 [+12] (1d6+4 [+6]), 4 claws +10 [+12] (1d4+4 [+6] plus rend)**Special Attacks** rend (4 claws, 1d4+6 [+8])**Str** 19 [23], **Dex** 17, **Con** 18 [22], **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +7; **CMB** +14 [+16]; **CMD** 27 [29]**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Climb +14 [+16], Perception +11, Stealth +5

An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. The gorilla-like creatures has four arms and weighs roughly 800 pounds.

NOTES: _____

Giant Moray Eel (Summon Nature's Ally V)(Caster's Alignment) Large animal (aquatic) [*augmented*]**Init** +6; **Senses** low-light vision, scent; **Perception** +7**AC** 19, **touch** 11, **flat-footed** 17 (+2 Dex, +8 natural, -1 size)**hp** 52 [66] (7d8+21 [+35])**Fort** +8 [+10], **Ref** +9, **Will** +3**Speed** swim 30 ft.**Melee** bite +11 [+13] (2d6+9 [+11] plus grab)**Special Attacks** gnaw**Str** 22 [26], **Dex** 14, **Con** 16 [20], **Int** 1, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +12 [+14] (+16 [+18] grapple); **CMD** 24 [26]**Feats** Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)**Skills** Escape Artist +10, Perception +7, Stealth +8, Swim +14 [+16]; **Racial Modifiers** +8 Escape Artist**SQ** grab, gnaw**Special Abilities****Grab** (Ex) If the giant moray eel hits with a bite attack, it deals normal damage and starts a grapple as a free action without provoking an attack of opportunity.**Gnaw** (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 [+11] points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 [+13] attack, 1d6+4 [+6]) against a foe it has already grabbed.

The moray eel is a ferocious predator, capable of holding prey in its primary jaws while a smaller set of jaws inside its throat chews away bite-sized portions.

NOTES: _____

Manticore (Summon Nature's Ally V)(Caster's Alignment) Large magical beast [*augmented*]**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9**AC** 17, **touch** 11, **flat-footed** 15 (+2 Dex, +6 natural, -1 size)**hp** 57 [69] (6d10+24 [+36])**Fort** +9 [+11], **Ref** +7, **Will** +3**Speed** 30 ft., fly 50 ft. (clumsy)**Melee** bite +10 [+12] (1d8+5 [+7]), 2 claws +10 [+12] (2d4+5 [+7])**Ranged** 4 spikes +8 (1d6+5 [+7])**Str** 20 [24], **Dex** 15, **Con** 18 [22], **Int** 7, **Wis** 12, **Cha** 9**Base Atk** +6; **CMB** +12 [+14]; **CMD** 24 [26] (28 [30] vs. trip)**Feats** Flyby Attack, Hover, Weapon Focus (spikes)**Skills** Fly -3, Perception +9, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking**Languages** Common**Special Abilities****Spikes** (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

Manticores are fierce predators that patrol a wide area in search of fresh meat. A typical manticore is about 10 feet long and weighs about 1,000 pounds. Some have more human-like heads, usually with beards. Males and females look much alike.

NOTES: _____

Orca (Summon Nature's Ally V)

(Caster's Alignment) Huge animal [*augmented*]
Init +6; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; **Perception** +19
AC 16, **touch** 10, **flat-footed** 14 (+2 Dex, +6 natural, -2 size)
hp 67 [85] (9d8+27 [+45])
Fort +9 [+11], **Ref** +8, **Will** +5
Speed swim 80 ft.
Melee bite +13 [+15] (2d6+12 [+14])
Str 27 [31], **Dex** 15, **Con** 16 [20], **Int** 2, **Wis** 15, **Cha** 6
Base Atk +6; **CMB** +16 [+18]; **CMD** 28 [30]
Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)
Skills Perception +19, Swim +28 [+30]; **Racial Modifiers** +8 Perception
SQ hold breath
Special Abilities
Hold Breath (Ex) An orca can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

The orca, or "killer whale", is actually the largest species of dolphin. Adult orcas are typically 15–25 feet long and weigh 8,000–12,000 pounds.

NOTES: _____

Bulette (Summon Nature's Ally VI)

(Caster's Alignment) Huge magical beast [*augmented*]
Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +11
AC 22, **touch** 10, **flat-footed** 20 (+2 Dex, +12 natural, -2 size)
hp 84 [100] (8d10+40 [+56])
Fort +11 [+13], **Ref** +8, **Will** +5
Speed 40 ft., burrow 20 ft.
Melee bite +13 [+15] (2d8+9 [+11]/19–20) and 2 claws +12 [+14] (2d6+6 [+8])
Special Attacks leap, savage bite
Str 23 [27], **Dex** 15, **Con** 20 [24], **Int** 2, **Wis** 13, **Cha** 6
Base Atk +8; **CMB** +16 [+18]; **CMD** 28 [30] (32 [34] vs. trip)
Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump
Special Abilities
Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.
Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

NOTES: _____

Woolly Rhinoceros (Summon Nature's Ally V)

(Caster's Alignment) Large animal [*augmented*]
Init +0; **Senses** darkvision 60 ft., scent; **Perception** +15
AC 19, **touch** 9, **flat-footed** 19 (+10 natural, -1 size)
hp 76 [92] (8d8+40 [+56])
Fort +13 [+15], **Ref** +6, **Will** +3
Speed 30 ft.
Melee gore +14 [+16] (2d8+13 [+15])
Special Attacks powerful charge (gore, 4d8+18 [+20]), trample (2d6+13 [+15], DC 23 [25])
Str 28 [32], **Dex** 10, **Con** 21 [25], **Int** 2, **Wis** 13, **Cha** 3
Base Atk +6; **CMB** +16 [+18]; **CMD** 26 [28] (30 [32] vs. trip)
Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)
Skills Perception +15
SQ powerful charge, trample
Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

The woolly rhinoceros is an herbivore, though unlike its non-woolly cousin it grazes for food rather than browsing on larger plants. The woolly rhino is legendary for its foul temper, and its size and huge horn give it a ferocious bravery. Any threat (real or perceived) to the rhino or its herd is met with loud bellows and the stomping of feet. Often, those who unwittingly anger a woolly rhino have no time to amend the intrusion before the beast attacks.

NOTES: _____

Dire Bear (Summon Nature's Ally VI)

(Caster's Alignment) Large animal [*augmented*]
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12
AC 18, **touch** 10, **flat-footed** 17 (+1 Dex, +8 natural, -1 size)
hp 95 [105] (10d8+50 [+70])
Fort +12 [+14], **Ref** +8, **Will** +4
Speed 40 ft.
Melee 2 claws +13 [+15] (1d6+7 [+9] plus grab), bite +13 [+15] (1d8+7 [+9])
Str 25 [29], **Dex** 13, **Con** 21 [25], **Int** 2, **Wis** 12, **Cha** 10
Base Atk +7; **CMB** +15 [+17] (+19 [+21] grapple); **CMD** 26 [28] (30 [32] vs. trip)
Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)
Skills Perception +12, Swim +19 [+21]; **Racial Modifiers** +4 Swim
SQ grab
Special Abilities
Grab (Ex) If the bear hits, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than the bear. Each successful grapple check it makes during successive rounds automatically deals the damage indicated.

Unlike most bears, a dire bear is short-tempered and swift to anger when confronted with intruders in its territory. Like a grizzly, a dire bear attempts to subdue or kill with its claws. However, a dire bear is far more likely (and willing) to begin biting a grabbed foe.

NOTES: _____

Dire Tiger (Summon Nature's Ally VI)

(Caster's Alignment) Large animal [*augmented*]

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

AC 17, **touch** 11, **flat-footed** 15 (+2 Dex, +6 natural, -1 size)

hp 105 [133] (14d8+42 [+70])

Fort +12 [+14], **Ref** +11, **Will** +5

Speed 40 ft.

Melee 2 claws +18 [+20] (2d4+8 [+10] plus grab), bite +18 [+20] (2d6+8 [+10]/19-20 plus grab)

Special Attacks pounce, rake (2 claws +18 [+20], 2d4+8 [+10])

Str 27 [31], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 [21] (+23 [+25] grapple); **CMD** 31 [33] (35 [37] vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13 [+15]; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

SQ grab, pounce, rake

Special Abilities

Grab (Ex) If the dire tiger hits with a bite attack, it deals normal damage and starts a grapple as a free action without provoking an attack of opportunity. Each successful grapple check it makes during successive rounds automatically deals damage.

Pounce (Ex) When the dire tiger makes a charge, it can make a full attack.

Rake (Ex) The dire tiger gains two additional claw attacks that it can use only against a grappled foe. The tiger must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

NOTES: _____

Elemental, Air, Huge (Summon Nature's Ally VI)

(Caster's Alignment) Huge outsider (air, elemental, extraplanar) [*augmented*]

Init +13; **Senses** darkvision 60 ft.; **Perception** +13

AC 22, **touch** 18, **flat-footed** 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 95 [115] (10d10+40 [+60])

Fort +11 [+13], **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6 [+8])

Special Attacks whirlwind (3/day, 10-50 ft. high, 2d6+6 [+8] damage, DC 21 [23])

Str 22 [26], **Dex** 29, **Con** 18 [22], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10, **CMB** +18 [+20]; **CMD** 38 [40]

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

Languages Auran

Special Abilities

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

Elasmosaurus (Summon Nature's Ally VI)

(Caster's Alignment) Huge animal [*augmented*]

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +14

AC 20, **touch** 11, **flat-footed** 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

hp 105 [125] (10d8+60 [+80])

Fort +14 [+16], **Ref** +9, **Will** +6

Speed 20 ft., swim 50 ft.

Melee bite +13 [+15] (2d8+12 [+14])

Str 26 [30], **Dex** 15, **Con** 20 [24], **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17 [+19]; **CMD** 30 [32] (34 [36] vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness

Skills Perception +14, Swim +16 [+18]

The sleek elasmosaurus is a long-necked, aquatic reptile. Although not technically a dinosaur, they and their kind are often found hunting in oceans and lakes in areas where dinosaurs are more common. An elasmosaurus is 45 feet long and weighs 4,000 pounds.

NOTES: _____

Elemental, Earth, Huge (Summon Nature's Ally VI)

(Caster's Alignment) Huge outsider (earth, elemental, extraplanar) [*augmented*]

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13

AC 19, **touch** 7, **flat-footed** 19 (-1 Dex, +12 natural, -2 size)

hp 95 [115] (10d10+40 [+60])

Fort +11 [+13], **Ref** +2, **Will** +7

Defensive Abilities earth mastery; **DR** 5/—; **Immune** elemental traits

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +17 [+19] (2d8+9 [+11])

Special Attacks earth mastery

Str 28 [32], **Dex** 8, **Con** 19 [23], **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16 [+18]; **CMD** 25 [27]

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18 [+20], Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

Languages Terran

Special Abilities

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 [17] Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Huge earth elemental is about 32 feet tall and weighs about 48,000 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____

Elemental, Fire, Huge (Summon Nature's Ally VI)

(Caster's Alignment) Huge outsider (elemental, extraplanar, fire)

[*augmented*]**Init** +11; **Senses** darkvision 60 ft.; **Perception** +13**AC** 21, **touch** 16, **flat-footed** 13 (+7 Dex, +1 dodge, +5 natural, -2 size)**hp** 85 [105] (10d10+30 [+50])**Fort** +9 [+11], **Ref** +14, **Will** +5**Defensive Abilities** DR 5/-; **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**Speed** 60 ft.**Melee** 2 slams +15 (2d6+4 [+6] plus burn)**Special Attacks** burn (2d6, DC 17 [19])**Str** 18 [22], **Dex** 25, **Con** 16 [20], **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +16 [+18]; **CMD** 34 [36]**Feats** Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B**Skills** Acrobatics +16, Climb +13 [+15], Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13**Languages** Ignan**Special Abilities****Burn** (Ex) DC 17 [19] Reflex save or catch fire, taking 1d8 damage for an additional 1d8 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____**Elephant (Summon Nature's Ally VI)**(Caster's Alignment) Huge animal [*augmented*]**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +21**AC** 17, **touch** 8, **flat-footed** 17 (+9 natural, -2 size)**hp** 93 [115] (11d8+44 [+66])**Fort** +13 [+15], **Ref** +7, **Will** +6**Speed** 40 ft.**Melee** gore +16 [+18] (2d8+10 [+12]), slam +16 [+18] (2d6+10 [+12])**Special Attacks** trample (2d8+15 [+17]; DC 25 [27])**Str** 30 [34], **Dex** 10, **Con** 19 [23], **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +8; **CMB** +20 [+22]; **CMD** 30 [32] (34 [36] vs. trip)**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Perception +21**SQ** trample**Special Abilities****Trample** (Ex) As a full-round action, the elephant can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the elephant does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 2d8+15 [+17] points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the elephant and receive a DC 25 [27] Reflex save to take half damage. An elephant can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength.

NOTES: _____**Elemental, Water, Huge (Summon Monster VI)**

(Caster's Alignment) Huge outsider (elemental, extraplanar, water)

[*augmented*]**Init** +4; **Senses** darkvision 60 ft.; **Perception** +13**AC** 21, **touch** 13, **flat-footed** 16 (+4 Dex, +1 dodge, +8 natural, -2 size)**hp** 95 [115] (10d10+40 [+60])**Fort** +11 [+13], **Ref** +11, **Will** +3**Defensive Abilities** DR 5/-; **Immune** elemental traits**Speed** 20 ft., swim 90 ft.**Melee** 2 slams +15 [+17] (2d6+7 [+9])**Special Attacks** drench, vortex (DC 22 [24]), water mastery**Str** 24 [28], **Dex** 18, **Con** 19 [23], **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +19 [+21]; **CMD** 34 [36]**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack**Skills** Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Perception +13, Stealth +3, Swim +26 [+28]**Languages** Aquan**Special Abilities****Drench** (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 10th).**Vortex** (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.**Water Mastery** (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage.

Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____**Giant Octopus (Summon Nature's Ally VI)**(Caster's Alignment) Large animal (aquatic) [*augmented*]**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**AC** 18, **touch** 11, **flat-footed** 16 (+2 Dex, +7 natural, -1 size)**hp** 90 [114] (12d8+36 [+60])**Fort** +11 [+13], **Ref** +12, **Will** +7**Defensive Abilities** ink cloud (30-foot-radius sphere)**Speed** 20 ft., swim 30 ft., jet 200 ft.**Melee** bite +13 [+15] (1d8+5 [+7] plus poison), 8 tentacles +11 [+13] (1d4+2 [+4] plus grab)**Special Attack** constrict (tentacle, 1d4+2 [+4])**Str** 20 [24], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 3**Base Atk** +9; **CMB** +15 [+17] (+19 [+21] grapple); **CMD** 27 [29] (can't be tripped)**Feats** Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy**Skills** Escape Artist +18, Perception +8, Stealth +18, Swim +13 [+15]; **Racial Modifiers** +10 Escape Artist, +8 Stealth**SQ** constrict, poison**Special Abilities****Constrict** (Ex) The octopus can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).**Poison** (Ex) Bite—injury; save Fort DC 19 [21]; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.

The giant octopus is a true monster capable of catching and eating sharks, humans, or anything else it can grab with its tentacles.

NOTES: _____

Giant Scorpion (Summon Nature's Ally VI)

(Caster's Alignment) Large vermin [*augmented*]
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4
AC 16, **touch** 9, **flat-footed** 16 (+7 armor, -1 size)
hp 37 [47] (5d8+15 [+25])
Fort +7 [+9], **Ref** +1, **Will** +1
Immune mind-affecting effects
Speed 50 ft.
Melee 2 claws +6 [+8] (1d6+4 [+6] plus grab), sting +6 [+8] (1d6+4 [+6] plus poison)
Special Attacks constrict (1d6+4 [+6])
Str 19 [23], **Dex** 10, **Con** 16 [20], **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +8 [+10] (+12 [+14] grapple); **CMD** 18 [20] (30 [32] vs. trip)
Skills Climb +8 [+10], Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth
Special Abilities
Poison (Ex) Sting—injury; save Fort DC 17 [19]; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

NOTES: _____

Stegosaurus (Summon Nature's Ally VI)

(Caster's Alignment) Huge animal [*augmented*]
Init +6; **Senses** low-light vision, scent; **Perception** +16
AC 22, **touch** 10, **flat-footed** 20 (+2 Dex, +12 natural, -2 size)
hp 90 [114] (12d8+36 [+60])
Fort +13 [+15], **Ref** +10, **Will** +5
Speed 30 ft.
Melee tail +16 [+18] (4d6+12 [+16] plus trip)
Str 27 [31], **Dex** 14, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 10
Base Atk +9; **CMB** +19 [+21]; **CMD** 31 [33] (35 [37] vs. trip)
Feats Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)
Skills Perception +16

The stegosaurus is one of the most distinctive-looking dinosaurs—its twin rows of dorsal plates and spiked tail are enough to give most predators second thoughts before attacking. It is 30 feet long, 14 feet tall, and weighs 5,000 pounds.

NOTES: _____

Hill Giant (Summon Nature's Ally VI)

(Caster's Alignment) Large humanoid (giant) [*augmented*]
Init -1; **Senses** low-light vision; **Perception** +6
AC 21, **touch** 8, **flat-footed** 21 (+4 armor, -1 Dex, +9 natural, -1 size)
hp 85 [105] (10d8+40 [+60])
Fort +11 [+13], **Ref** +2, **Will** +3
Defensive Abilities rock catching
Speed 40 ft. (30 ft. in armor)
Melee greatclub +14/+9 [+16/+11] (2d8+10 [+12] or 2 slams +13 [+15] (1d8+7 [+9])
Ranged rock +6 (1d8+10 [+12])
Special Attacks rock throwing (120 ft.)
Str 25 [29], **Dex** 8, **Con** 19 [23], **Int** 6, **Wis** 10, **Cha** 7
Base Atk +7; **CMB** +15 [+17]; **CMD** 24 [26]
Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)
Skills Climb +10 [+12], Intimidate +12 [+14], Perception +6
Languages Giant

Skin color among hill giants ranges from light tan to deep, ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring simply to add more hides as their old ones wear out. Adults are around 10 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old, but almost never do.

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

NOTES: _____

Stone Giant (Summon Nature's Ally VI)

(Caster's Alignment) Large humanoid (giant) [*augmented*]
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +12
AC 22, **touch** 11, **flat-footed** 20 (+2 Dex, +11 natural, -1 size)
hp 102 [126] (12d8+48 [+72])
Fort +12 [+14], **Ref** +6, **Will** +7
Defensive Abilities improved rock catching
Speed 40 ft.
Melee greatclub +16/+11 [+18/+13] (2d8+12 [+14] or 2 slams +16 [+18] (1d8+8 [+10])
Ranged rock +11/+6 (1d8+12 [+14])
Special Attacks rock throwing (180 ft.)
Str 27 [31], **Dex** 15, **Con** 19 [23], **Int** 10, **Wis** 12, **Cha** 10
Base Atk +9; **CMB** +18 [+20]; **CMD** 30 [32]
Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +12 [+14], Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain
Languages Common, Giant
Special Abilities
Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall, weigh about 1,500 pounds, and can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they favor gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

NOTES: _____

Triceratops (Summon Nature's Ally VI)

(Caster's Alignment) Huge animal [*augmented*]
Init -1; **Senses** low-light vision, scent; **Perception** +21
AC 21, **touch** 7, **flat-footed** 21 (-1 Dex, +14 natural, -2 size)
hp 119 [147] (14d8+56 [+84])
Fort +15 [+17], **Ref** +8, **Will** +5
Speed 30 ft.
Melee gore +17 [+19] (2d10+12 [+14])
Special Attacks powerful charge (gore, 4d10+16 [+18]), trample (1d8+12 [+14], DC 25 [27])
Str 26 [30], **Dex** 9, **Con** 19 [23], **Int** 2, **Wis** 12, **Cha** 7
Base Atk +10; **CMB** +20 [+22]; **CMD** 29 [31] (33 [35] vs. trip)
Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)
Skills Perception +21
SQ powerful charge
Special Abilities
Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

The triceratops is a stubborn and short-tempered herbivore.

A typical triceratops is 30 feet long and weighs 20,000 pounds.

NOTES: _____

Dire Crocodile (Summon Nature's Ally VII)

(Caster's Alignment) Gargantuan animal [*augmented*]
Init +4; **Senses** low-light vision; **Perception** +14
AC 21, **touch** 6, **flat-footed** 21 (+15 natural, -4 size)
hp 138 [162] (12d8+84 [+108])
Fort +15 [+17], **Ref** +8, **Will** +8
Speed 20 ft., swim 30 ft.; sprint
Melee bite +18 [+20] (3d6+13 [+15]/19-20 plus grab) and tail slap +13 [+15] (4d8+6 [+8])
Special Attacks death roll (3d6+19 [+21] plus trip), swallow whole (3d6+13 [+15], AC 16, 13 hp)
Str 37 [41], **Dex** 10, **Con** 25 [29], **Int** 1, **Wis** 14, **Cha** 2
Base Atk +9; **CMB** +26 [+28] (+30 [+32] grapple); **CMD** 36 [38] (40 [42] vs. trip)
Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)
Skills Perception +14, Stealth -6 (+2 in water), Swim +21 [+23]; **Racial Modifiers** +8 Stealth in water
SQ hold breath
Special Abilities
Grab (Ex) If the crocodile hits with its bite, it deals normal damage and can start a grapple as a free action without provoking an attack of opportunity. Grab works only against opponents at least one size category smaller than the crocodile. Each successful check it makes automatically deals the damage indicated for the attack that established the hold.
Swallow Whole (Ex) A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is 14 [16] hit points), or it can just try to escape the grapple. The Armor Class of the interior of a crocodile is 17. If a swallowed creature cuts its way out, the crocodile cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the crocodile's mouth, where it may be bitten or swallowed again.

NOTES: _____

Brachiosaurus (Summon Nature's Ally VII)

(Caster's Alignment) Gargantuan animal [*augmented*]
Init +0; **Senses** low-light vision, scent; **Perception** +27
AC 18, **touch** 6, **flat-footed** 18 (+12 natural, -4 size)
hp 171 [207] (18d8+90 [+126])
Fort +18 [+20], **Ref** +11, **Will** +9
Speed 30 ft.
Melee tail +22 [+24] (4d6+19 [+21])
Special Attack trample (2d6+19 [+21], DC 32 [34])
Str 37 [41], **Dex** 10, **Con** 21 [25], **Int** 2, **Wis** 13, **Cha** 10
Base Atk +13; **CMB** +30 [+32]; **CMD** 40 [42] (44 [46] vs. trip)
Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)
Skills Perception +27
SQ trample

A brachiosaurus is 80 feet long and weighs 32 tons.

NOTES: _____

Dire Shark (Summon Nature's Ally VII)

(Caster's Alignment) Gargantuan animal (aquatic) [*augmented*]
Init +6; **Senses** blindsense 30 ft., keen scent; **Perception** +25
AC 23, **touch** 8, **flat-footed** 21 (+2 Dex, +15 natural, -4 size)
hp 112 [142] (15d8+45 [+75])
Fort +14 [+16], **Ref** +13, **Will** +8
Speed swim 60 ft.
Melee bite +17 [+19] (4d10+15 [+17]/19-20 plus grab)
Special Attacks swallow whole (2d6+15 [+17] damage, AC 17, 11 hp)
Str 30 [34], **Dex** 15, **Con** 17 [21], **Int** 1, **Wis** 12, **Cha** 10
Base Atk +11; **CMB** +25 [+27] (+29 [+31] grapple); **CMD** 37 [39]
Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)
Skills Perception +25, Swim +18 [+20]
Special Abilities
Swallow Whole (Ex) A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is 11 [14] hit points), or it can just try to escape the grapple. The Armor Class of the interior of a shark is 17. If a swallowed creature cuts its way out, the shark cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the shark's mouth, where it may be bitten or swallowed again.

The true nightmare of the sea is the megalodon, a shark that represents the pinnacle of this species' evolution. Horrifying in its immense size and ruinous appetite, the megalodon is certainly the beast behind many legends of enormous fish that swallow ships whole. A megalodon is 60 feet long and weighs 100,000 pounds.

NOTES: _____

Elemental, Air, Greater (Summon Nature's Ally VII)

(Caster's Alignment) Huge outsider (air, elemental, extraplanar)

[*augmented*]**Init** +14; **Senses** darkvision 60 ft.; **Perception** +16**AC** 25, **touch** 19, **flat-footed** 14 (+10 Dex, +1 dodge, +6 natural, -2 size)**hp** 123 [149] (13d10+52 [+78])**Fort** +12 [+14], **Ref** +18, **Will** +6**Defensive Abilities** air mastery; **DR** 10/—; **Immune** elemental traits**Speed** fly 100 ft. (perfect)**Melee** 2 slams +21 (2d8+7 [+9])**Special Attacks** whirlwind (3/day, 10–60 ft. high, 2d8+7 [+9] damage, DC 23 [25])**Str** 24 [28], **Dex** 31, **Con** 18 [22], **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13, **CMB** +22 [+24]; **CMD** 43 [45]**Feats** Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B**Skills** Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15**Languages** Auran**Special Abilities****Air Mastery** (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.**Whirlwind** (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

Elemental, Fire, Greater (Summon Nature's Ally VII)

(Caster's Alignment) Huge outsider (elemental, extraplanar, fire)

[*augmented*]**Init** +12; **Senses** darkvision 60 ft.; **Perception** +16**AC** 23, **touch** 17, **flat-footed** 14 (+8 Dex, +1 dodge, +6 natural, -2 size)**hp** 123 [149] (13d10+52 [+78])**Fort** +12 [+14], **Ref** +16, **Will** +6**Defensive Abilities** DR 5/-; **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**Speed** 60 ft.**Melee** 2 slams +19 (2d8+7 [+9] plus burn)**Special Attacks** burn (2d8, DC 20 [22])**Str** 24 [28], **Dex** 27, **Con** 18 [22], **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +22 [+24]; **CMD** 41 [43]**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance**Skills** Acrobatics +23, Climb +20 [+22], Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16**Languages** Ignan**Special Abilities****Burn** (Ex) DC 20 [22] Reflex save or catch fire, taking 1d8 damage for an additional 1d8 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____

Elemental, Earth, Greater (Summon Nature's Ally VII)

(Caster's Alignment) Huge outsider (earth, elemental, extraplanar)

[*augmented*]**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16**AC** 21, **touch** 7, **flat-footed** 21 (-1 Dex, +14 natural, -2 size)**hp** 136 [162] (13d10+65 [+91])**Fort** +13 [+15], **Ref** +3, **Will** +8**Defensive Abilities** earth mastery; **DR** 10/—; **Immune** elemental traits**Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +21 [+23] (2d10+10 [+12])**Special Attacks** earth mastery**Str** 30 [34], **Dex** 8, **Con** 21 [25], **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +25 [+27]; **CMD** 34 [36]**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +10, Climb +25 [+27], Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7**Languages** Terran**Special Abilities****Earth Glide** (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 [17] Fortitude save.**Earth Mastery** (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Greater earth elemental is about 36 feet tall and weighs about 54,000 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____

Elemental, Water, Greater (Summon Nature's Ally VII)

(Caster's Alignment) Huge outsider (elemental, extraplanar, water)

[*augmented*]**Init** +5; **Senses** darkvision 60 ft.; **Perception** +16**AC** 23, **touch** 14, **flat-footed** 17 (+5 Dex, +1 dodge, +9 natural, -2 size)**hp** 123 [149] (13d10+52 [+78])**Fort** +12 [+14], **Ref** +15, **Will** +4**Defensive Abilities** DR 10/-; **Immune** elemental traits**Speed** 20 ft., swim 90 ft.**Melee** 2 slams +20 [+22] (2d8+10 [+12])**Special Attacks** drench, vortex (DC 25 [27]), water mastery**Str** 28 [32], **Dex** 20, **Con** 19 [23], **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +24 [+26]; **CMD** 40 [42]**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack**Skills** Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30 [+32]**Languages** Aquan**Special Abilities****Drench** (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 13th).**Vortex** (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.**Water Mastery** (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage. Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____

Fire Giant (Summon Nature's Ally VII)

(Caster's Alignment) Large humanoid (fire, giant) [*augmented*]
Init -1; **Senses** low-light vision; **Perception** +14
AC 23, **touch** 8, **flat-footed** 23 (+7 armor, -1 Dex, +8 natural, -1 size)
hp 142 [172] (15d8+75 [+105]) **Fort** +14 [+16], **Ref** +4, **Will** +9
Defensive Abilities rock catching; **Immune** fire
Weaknesses vulnerability to cold
Speed 40 ft. (30 ft. in armor)
Melee greatsword +21/+16/+11 [+23/+18/+13] (3d6+15 [+17]) or 2 slams +20 [+22] (1d8+10 [+12]) **Ranged** rock +10 (1d8+15 [+17]) plus 1d6 fire
Special Attacks heated rock, rock throwing (120 ft.)
Str 31 [35], **Dex** 9, **Con** 21 [25], **Int** 10, **Wis** 14, **Cha** 10
Base Atk +11; **CMB** +22 [+24]; **CMD** 31 [33]
Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)
Skills Climb +14 [+16], Craft (any one) +8, Intimidate +11, Perception +14
Languages Common, Giant

Special Abilities

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Fire giants have bright orange hair that flickers and glows almost as if it were aflame. An adult male is 12 to 16 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

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Giant Squid (Summon Nature's Ally VII)

(Caster's Alignment) Huge animal (aquatic) [*augmented*]
Init +7; **Senses** low-light vision; **Perception** +22
AC 20, **touch** 11, **flat-footed** 17 (+3 Dex, +9 natural, -2 size)
hp 102 [126] (12d8+48 [+72]) **Fort** +14 [+16], **Ref** +13, **Will** +5
Defensive Abilities ink cloud (20-ft. radius)
Speed swim 60 ft., jet 260 ft.
Melee bite +14 [+16] (2d6+7 [+9]), 2 arms +14 [+16] (1d6+7 [+9]), tentacles +12 [+14] (4d6+3 [+5] plus grab)
Special Attacks constrict (4d6+10 [+12]) **Str** 25 [29], **Dex** 17, **Con** 19 [23], **Int** 2, **Wis** 12, **Cha** 2
Base Atk +9; **CMB** +18 [+20] (+22 [+24] grapple); **CMD** 31 [33]
Feats Combat Reflexes, Great Fortitude, Improved Critical, Improved Initiative, Lightning Reflexes, Multiattack[®], Skill Focus (Perception)
Skills Perception +22, Swim +15 [+17]
Special Abilities
Ink Cloud (Ex) A squid can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.
Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

The giant squid is a legendary beast capable of feeding on humans with ease. A giant squid is 45 feet long and weighs 1,500 pounds.

NOTES: _____

Frost Giant (Summon Nature's Ally VII)

(Caster's Alignment) Large humanoid (cold, giant) [*augmented*]
Init -1; **Senses** low-light vision; **Perception** +10
AC 21, **touch** 8, **flat-footed** 21 (+4 armor, -1 Dex, +9 natural, -1 size)
hp 133 [161] (14d8+70 [+98]) **Fort** +14 [+16], **Ref** +3, **Will** +6
Defensive Abilities rock catching; **Immune** cold
Weaknesses vulnerability to fire
Speed 40 ft.
Melee greataxe +18/+13 [+20/+15] (3d6+13 [+15]) or 2 slams +18 [+20] (1d8+9 [+11]) **Ranged** rock +9 (1d8+13 [+15]) **Special Attacks** rock throwing (120 ft.)
Str 29 [33], **Dex** 9, **Con** 21 [25], **Int** 10, **Wis** 14, **Cha** 11
Base Atk +10; **CMB** +20 [+22]; **CMD** 29 [31]
Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)
Skills Climb +13 [+15], Craft (any one) +7, Intimidate +7, Perception +10, Stealth +5 (+9 in snow); **Racial Modifiers** +4 Stealth in snow
Languages Common, Giant

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors also don chain shirts and metal helmets decorated with horns or feathers. An adult male stands about 15 feet tall and weighs approximately 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants can live to be 250 years old.

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Mastodon (Summon Nature's Ally VII)

(Caster's Alignment) Huge animal [*augmented*]
Init +1; **Senses** low-light vision, scent; **Perception** +24
AC 21, **touch** 9, **flat-footed** 20 (+1 Dex, +12 natural, -2 size)
hp 133 [161] (14d8+70 [+98]) **Fort** +14 [+16], **Ref** +10, **Will** +7
Speed 40 ft.
Melee gore +21 [+23] (2d8+12 [+14]), slam +20 [+22] (2d6+12 [+14]) **Special Attacks** trample (2d8+18 [+20], DC 29 [31]) **Str** 34 [38], **Dex** 12, **Con** 21 [25], **Int** 2, **Wis** 13, **Cha** 7
Base Atk +10; **CMB** +24 [+26], **CMD** 35 [37] (39 [41] vs. trip)
Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)
Skills Perception +24

The great mastodons are primeval cousins of elephants. Their large tusks dwarf those of regular elephants, jutting outward and then curving back toward one another at the tips. Shaggy woolly mammoths are a mastodon variant adapted to cold environments, but have the same statistics.

NOTES: _____

Roc (Summon Nature's Ally VII)(Caster's Alignment) Gargantuan animal [*augmented*]**Init** +6; **Senses** low-light vision; **Perception** +15**AC** 22, **touch** 8, **flat-footed** 20 (+2 Dex, +14 natural, -4 size)**hp** 120 [152] (16d8+48 [+80])**Fort** +13 [+15], **Ref** +14, **Will** +8**Speed** 20 ft., fly 80 ft. (average)**Melee** 2 talons +18 [+20] (2d6+9 [+11]/19-20 plus grab), bite +17 [+19] (2d8+9 [+11])**Str** 28 [32], **Dex** 15, **Con** 17 [21], **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +12; **CMB** +25 [+27] (+29 [31] grapple); **CMD** 37 [39]**Feats** Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)**Skills** Fly +7, Perception +15**Special Abilities****Grab** (Ex) If the roc hits with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. Each successful grapple check it makes during successive rounds automatically deals the damage indicated.

Rocs are terrifying, legendary birds renowned for their ability to carry off elephants and other big animals. A typical roc is 30 feet long from beak to tail, with an 80-foot wingspan and weight of up to 8,000 pounds. Rocs are most commonly white but can be a number of different colors, from dark brown or gold to black or blood red.

NOTES: _____

Cloud Giant (Summon Nature's Ally VIII)(Caster's Alignment) Huge humanoid (giant) [*augmented*]**Init** +1; **Senses** low-light vision, scent; **Perception** +17**AC** 25, **touch** 9, **flat-footed** 24 (+4 armor, +1 Dex, +12 natural, -2 size)**hp** 168 [200] (16d8+96 [+128])**Fort** +16 [+18], **Ref** +6, **Will** +10**Defensive Abilities** rock catching**Speed** 50 ft.**Melee** morningstar +22/+17/+12 [+24/+19/+14] (4d6+18 [+20] or 2 slams +22 [+24] (2d6+12 [+14])**Ranged** rock +12 (2d6+18 [+20])**Special Attacks** rock throwing (140 ft.)**Spell-Like Abilities** (CL 16th)**At will**—*levitate* (self plus 2,000 lbs.), *obscuring mist***1/day**—*fog cloud***Str** 35 [39], **Dex** 13, **Con** 23 [27], **Int** 12, **Wis** 16, **Cha** 12**Base Atk** +12; **CMB** +26 [+28]; **CMD** 37 [39]**Feats** Awesome Blow, Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Intimidating Prowess, Iron Will, Power Attack**Skills** Climb +19 [+21], Craft (any one) +10, Diplomacy +9, Intimidate +26 [+28], Perception +17, Perform (string instruments) +8**Languages** Common, Giant**SQ** oversized weapon**Special Abilities****Oversized Weapon** (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.

Cloud giants' skin ranges in color from milky white to powder blue. Adult males are about 18 feet tall and weigh around 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old, and dress in the finest clothing and jewelry available.

NOTES: _____

Tyrannosaurus (Summon Nature's Ally VII)(Caster's Alignment) Gargantuan animal [*augmented*]**Init** +5; **Senses** low-light vision, scent; **Perception** +37**AC** 21, **touch** 7, **flat-footed** 20 (+1 Dex, +14 natural, -4 size)**hp** 153 [189] (18d8+72 [+108])**Fort** +15 [+17], **Ref** +12, **Will** +10**Speed** 40 ft.**Melee** bite +20 [+22] (4d6+22 [+26]/19-20 plus grab)**Special Attacks** swallow whole (2d8+11 [+13], AC 17, hp 15)**Str** 32 [36], **Dex** 13, **Con** 19 [23], **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +13; **CMB** +28 [+30] (+32 [+34] grapple); **CMD** 39 [41]**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)**Skills** Perception +37; **Racial Modifiers** +8 Perception**SQ** powerful bite**Special Abilities****Powerful Bite** (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Swallow Whole (Ex) A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is 15 [18] hit points), or it can just try to escape the grapple. The Armor Class of the interior of a tyrannosaurus is 17. If a swallowed creature cuts its way out, the tyrannosaurus cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the tyrannosaurus' mouth, where it may be bitten or swallowed again.

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

NOTES: _____

Elemental, Air, Elder (Summon Nature's Ally VIII)(Caster's Alignment) Huge outsider (air, elemental, extraplanar) [*augmented*]**Init** +15; **Senses** darkvision 60 ft.; **Perception** +19**AC** 28, **touch** 20, **flat-footed** 16 (+11 Dex, +1 dodge, +8 natural, -2 size)**hp** 152 [184] (16d10+64 [+96])**Fort** +14 [+16], **Ref** +21, **Will** +7**Defensive Abilities** air mastery; **DR** 10/—; **Immune** elemental traits**Speed** fly 100 ft. (perfect)**Melee** 2 slams +25 (2d8+9 [+11])**Special Attacks** whirlwind (3/day, 10-60 ft. high, 2d8+9 [+11] damage, DC 27 [29])**Str** 28 [32], **Dex** 33, **Con** 18 [22], **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16, **CMB** +27 [+29]; **CMD** 49 [51]**Feats** Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Power Attack, Weapon Finesse^B**Skills** Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22**Languages** Auran**Special Abilities****Air Mastery** (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.**Whirlwind** (Su) The air elemental can transform into a whirlwind and remain in that form for up to 1 round for every 2 HD it has. It can continue to fly while in whirlwind form.

The exact appearance of an air elemental can vary wildly between individuals. One might be an animated vortex of wind and smoke, while another might be a smoky bird-like creature with glowing eyes and wind for wings.

An air elemental prefers to attack flying or otherwise airborne targets, not only because its mastery over flight gives it a slight advantage, but also because it detests the thought of having to touch the ground. An air elemental can move underwater, and although it is an elemental and thus runs no risk of drowning, it has no ranks in Swim and loses much of its speed and mobility when underwater.

NOTES: _____

Elemental, Earth, Elder (Summon Nature's Ally VIII)(Caster's Alignment) Huge outsider (earth, elemental, extraplanar)
[*augmented*]**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +19**AC** 23, **touch** 7, **flat-footed** 23 (-1 Dex, +16 natural, -2 size)**hp** 168 [200] (16d10+80 [+112])**Fort** +15 [+17], **Ref** +4, **Will** +10**Defensive Abilities** earth mastery; **DR** 10/-; **Immune** elemental traits**Speed** 20 ft., burrow 20 ft., earth glide**Melee** 2 slams +26 [+28] (2d10+12 [+14]/19-20)**Special Attacks** earth mastery**Str** 34 [38], **Dex** 8, **Con** 21 [25], **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +30 [+32]; **CMD** 39 [41]**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +19, Climb +31 [+33], Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10**Languages** Terran**Special Abilities****Earth Glide** (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal. If protected against fire damage, it can even glide through lava. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 [17] Fortitude save.**Earth Mastery** (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

A Greater earth elemental is about 40 feet tall and weighs about 60,000 lbs. An earth elemental's appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

NOTES: _____**Elemental, Water, Elder (Summon Nature's Ally VIII)**(Caster's Alignment) Huge outsider (elemental, extraplanar, water)
[*augmented*]**Init** +6; **Senses** darkvision 60 ft.; **Perception** +19**AC** 24, **touch** 15, **flat-footed** 17 (+6 Dex, +1 dodge, +9 natural, -2 size)**hp** 152 [184] (16d10+64 [+96])**Fort** +14 [+16], **Ref** +18, **Will** +5**Defensive Abilities** DR 10/-; **Immune** elemental traits**Speed** 20 ft., swim 90 ft.**Melee** 2 slams +24 [+26] (2d10+10 [+12]/19-20)**Special Attacks** drench, vortex (DC 28 [30]), water mastery**Str** 30 [34], **Dex** 22, **Con** 19 [23], **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +28 [+30]; **CMD** 45 [47]**Feats** Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack**Skills** Acrobatics +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Stealth +17, Swim +37 [+39]**Languages** Aquan**Special Abilities****Drench** (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (CL 16th).**Vortex** (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.**Water Mastery** (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Water elementals are made of living fresh or salt water. They prefer to hide or drag their opponents into the water to gain an advantage. Most water elementals appear as wave-like creatures with vaguely humanoid faces and smaller wave "arms" to either side.

NOTES: _____**Elemental, Fire, Elder (Summon Nature's Ally VIII)**(Caster's Alignment) Huge outsider (elemental, extraplanar, fire)
[*augmented*]**Init** +13; **Senses** darkvision 60 ft.; **Perception** +19**AC** 26, **touch** 18, **flat-footed** 16 (+9 Dex, +1 dodge, +8 natural, -2 size)**hp** 152 [184] (16d10+64 [+96])**Fort** +14 [+16], **Ref** +19, **Will** +7**Defensive Abilities** DR 10/-; **Immune** elemental traits, fire**Weaknesses** vulnerability to cold**Speed** 60 ft.**Melee** 2 slams +23 (2d8+8 [+10] plus burn)**Special Attacks** burn (2d10, DC 22 [24])**Str** 26 [30], **Dex** 29, **Con** 18 [22], **Int** 10, **Wis** 11, **Cha** 11**Base Atk** +16; **CMB** +26 [+28]; **CMD** 46 [48]**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance**Skills** Acrobatics +28, Climb +27 [+29], Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19**Languages** Ignan**Special Abilities****Burn** (Ex) DC 22 [24] Reflex save or catch fire, taking 1d8 damage for an additional 1d8 rounds at the start of turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on save. Creatures that hit the fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental and must make a Reflex save to avoid catching on fire.

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it or the water is covered with a flammable material (such as a layer of oil).

Fire elementals usually manifest as coiling serpentine forms made of smoke and flame, but some take on shapes more akin to humans, demons, or other monsters in order to increase the terror of their sudden appearance. Features on a fire elemental's body are made by darker bits of flame or patches of semi-stable smoke, ash, and cinders.

NOTES: _____**Purple Worm (Summon Nature's Ally VIII)**(Caster's Alignment) Gargantuan magical beast [*augmented*]**Init** -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +18**AC** 26, **touch** 4, **flat-footed** 26 (-2 Dex, +22 natural, -4 size)**hp** 200 [232] (16d10+112 [+144])**Fort** +17 [+19], **Ref** +8, **Will** +4**Speed** 20 ft., burrow 20 ft., swim 10 ft.**Melee** bite +25 [+27] (4d8+12 [+14]/19-20 plus grab), sting +25 [+27] (2d8+12 [+14] plus poison)**Special Attacks** swallow whole (4d8+18 [+20] bludgeoning damage, AC 21, 20 hp)**Str** 35 [39], **Dex** 6, **Con** 25 [29], **Int** 1, **Wis** 8, **Cha** 8**Base Atk** +16; **CMB** +32 [+34] (+36 [+38] grapple); **CMD** 40 [42] (can't be tripped)**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)**Skills** Perception +18, Swim +20 [+22]**Special Abilities****Poison** (Ex) Sting—injury; save Fort DC 25 [27]; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 3 consecutive saves. The save DC is Constitution-based.

Purple worms are giant scavengers that inhabit the deepest regions of the world, consuming any organic material that they encounter. They are notorious for swallowing their prey whole. It is not uncommon to hear of a group of adventurers vanishing down the ravenous maw of a purple worm, screaming as they disappear one by one.

NOTES: _____

Pixie (Summon Nature's Ally IX) - Continued**Pixie (Summon Nature's Ally IX)**(Caster's Alignment) Small fey [*augmented*]**Init** +5; **Senses** low-light vision; **Perception** +9**AC** 18, **touch** 17, **flat-footed** 12 (+5 Dex, +1 dodge, +1 natural, +1 size)**hp** 18 [26] (4d6+4 [12])**Fort** +2 [+4], **Ref** +9, **Will** +6**Defensive Abilities** invisibility; DR 10/cold iron; SR 15**Speed** 20 ft., fly 60 ft. (good)**Melee** short sword +8 (1d4-2 [+0]/19-20)**Ranged** longbow +8 (1d6-2 [+0]/×3)**Special Attacks** special arrows**Spell-Like Abilities** (CL 8th)**Constant**—*detect chaos, detect evil, detect good, detect law***1/day**—*dancing lights, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *irresistible dance* (DC 19), *lesser confusion* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *shield***Str** 7 [11], **Dex** 21, **Con** 12 [16], **Int** 16, **Wis** 15, **Cha** 16**Base Atk** +2; **CMB** -1 [+1]; **CMD** 15 [17]**Feats** Dodge, Weapon Finesse**Skills** Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10**Languages** Common, Sylvan**Special Abilities****Invisibility** (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.**Special Arrows** (Su) A pixie can change an arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action. A pixie can generate 16 uses per day. Once pixie dust is applied to an arrow, the chosen effect persists for only 1 round. An arrow altered in this way does not inflict damage when it hits—it only causes its new effect. Save DCs are Charisma-based.*(Continued on next card)***Storm Giant (Summon Nature's Ally IX)**(Caster's Alignment) Huge humanoid (giant) [*augmented*]**Init** +2; **Senses** low-light vision; **Perception** +27**AC** 28, **touch** 10, **flat-footed** 26 (+6 armor, +2 Dex, +12 natural, -2 size)**hp** 199 [237] (19d8+114 [+152])**Fort** +17 [+19], **Ref** +8, **Will** +13**Defensive Abilities** rock catching; **Immune** electricity**Speed** 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)**Melee** masterwork greatsword +27/+22/+17 [+29/+24/+19] (4d6+21 [+23]/17-20) or 2 slams +26 [+28] (2d6+14 [+16])**Ranged** mwk composite longbow +15/+10/+5 (3d6+14 [+16]/×3)**Spell-Like Abilities** (CL 15th)**Constant**—*freedom of movement***2/day**—*control weather, levitate***1/day**—*call lightning* (DC 15), *chain lightning* (DC 18)**Str** 39 [43], **Dex** 14, **Con** 23 [27], **Int** 16, **Wis** 20, **Cha** 15**Base Atk** +14; **CMB** +30 [+32]; **CMD** 42 [44]**Feats** Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike**Skills** Acrobatics +18, Climb +17 [+19], Craft (any one) +13, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +24, Swim +22 [+24]**Languages** Auran, Common, Draconic, Giant**SQ** militant, water breathing**Special Abilities****Militant** (Ex) Storm giants are proficient with all simple and all martial weapons.**Water Breathing** (Ex) Storm giants can breathe water as well as air.

Storm giants tend toward tanned complexions, though some rare specimens have violet skin, deep violet or blue-black hair, and silvery gray or purple eyes. Such violet coloration is considered to be good luck among storm giants, and those possessing it tend to become leaders among their kind. Adults are typically 21 feet tall and weigh 12,000 pounds. Storm giants can live to be 600 years old.

NOTES:**Charm:** The target must succeed on a DC 15 Will save or be affected as though by a *charm monster* spell for 10 minutes.**Memory Loss:** The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).**Sleep:** The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.**NOTES:**

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