

4WF015



PLAYER'S AID
II:
MONSTER
SUMMONING
CARDS





Player's Aid II: Monster Summoning Cards

4 Winds Fantasy Gaming

<http://4windsfantasygaming.com>

design – Connie J. Thomson & Robert W. Thomson

layout – Robert W. Thomson

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Introduction

GM: "The evil cleric glares at you as you open the gilded doors. 'You will not stop me from performing the ceremony!' he growls. What do you do?"

Player 1 - "I get my axe ready!"

Player 2 - "I'm going to use my ring to turn invisible and try to sneak up behind him!"

Player 3 - "I'm going to cast Summon Monster III to summon a celestial cheetah to help!"

*GM, Players 1 & 2 - *groan**

Player 3 - "Now, let me see the monster book so I can look up the cheetah. Oh, and I need to mark the page for the celestial template, too."

GM - "Don't dog-ear the pages in my book!"

*Players 1 & 2 - *snicker**

Player 3 - "Sorry! Ok, let me scribble this info down, then. Got a scrap of paper? Oh darn, this pen is out of ink."

Player 1 - "Don't forget to apply the ability bonuses from your Augment Summoning feat..."

Player 3 - "Oh yeah! So the celestial bonuses and the augmented bonuses...Now figure up the spell resistance..."

Does this sound like your game? It sounds like more than a few we've been involved in over the years. With templates - even the simplified templates of the *Pathfinder Roleplaying Game Bestiary* - and bonuses from feats, summoning monsters on the fly can be a time-consuming process and drag the action

to a halt. As a GM, whenever we know the player's are going to confront a spellcaster with a *Summon Monster* spell readied, we always have the creature stats handy for when it appears, but players don't always know when they are going to cast a *Summon Monster* spell.

To aid players of spellcasters and to make all other players and GMs happier people, we proudly present *Player's Aid II: Monster Summoning Cards*. Each card contains a stat block for a creature on the monster summoning lists in the *Pathfinder Roleplaying Game Core Rulebook*. Where applicable, you will find both a celestial and a fiendish variant of creatures, and 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 monster! You simply find the card of the creature you want to summon and - **ta-da!** - you are ready to go!

We hope you enjoy these cards! Good gaming!

Robert & Connie Thomson
4 Winds Fantasy Gaming



Using the Cards

The monster 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!

Many creatures on the list of summonable creatures are summoned with either the celestial or fiendish template, depending on your character's alignment. For these creatures you'll find a celestial and a fiendish card. All 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 Monster I

School conjuration (summoning) [see text]; **Level** bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)

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 an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It 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. The spell conjures one of the creatures from the 1st Level list on the table page 5. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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 with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on the table marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster II

School conjuration (summoning); **Level** bard 2, cleric 2, sorcerer/wizard 2

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

School conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3

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

Summon Monster IV

School conjuration (summoning); **Level** bard 4, cleric 4, sorcerer/wizard 4

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

Summon Monster V

School conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

School conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII

School conjuration (summoning); **Level** cleric 7, sorcerer/wizard 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-

level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

School conjuration (summoning); **Level** cleric 8, sorcerer/wizard 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

School conjuration (summoning); **Level** cleric 9, sorcerer/wizard 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.



Table: Summon Monster Spells	
1st Level	Subtype
Dire Rat*	-
Dolphin*	-
Eagle*	-
Fire Beetle*	-
Poison Frog*	-
Pony (Horse)*	-
Riding Dog*	-
Viper (Snake)*	-
2nd Level	Subtype
Ant, Giant (Worker)*	-
Elemental (Small)	Elemental
Giant Centipede*	-
Giant Frog*	-
Giant Spider*	-
Goblin Dog*	-
Horse*	-
Hyena*	-
Lemure (Devil)	Evil, Lawful
Octopus*	-
Squid*	-
Wolf*	-
3rd Level	Subtype
Ant, Giant (Soldier)*	-
Ape*	-
Aurochs (Herd Animal)*	-
Boar*	-
Cheetah*	-
Constrictor Snake*	-
Crocodile*	-
Dire Bat*	-
Dretch (Demon)	Chaotic, Evil
Electric Eel*	-
Giant Lizard*	-
Lantern Archon	Good, Lawful
Leopard*	-
Shark*	-
Wolverine*	-
4th Level	Subtype
Ant, Giant (Drone)*	-
Bison (Herd Animal)*	-
Deinonychus (Dinosaur)*	-
Dire Ape*	-
Dire Boar*	-
Dire Wolf*	-
Elemental (Medium)	Elemental
Giant Scorpion*	-
Giant Wasp*	-
Grizzly Bear*	-
Hell Hound	Evil, Lawful
Hound Archon	Good, Lawful
Lion*	-
Mephit (Any)	Elemental

Pteranodon (Dinosaur)*	-
Rhinoceros*	-
5th Level	Subtype
Ankylosaurus (Dinosaur)*	-
Babau (Demon)	Chaotic, Evil
Bearded Devil	Evil, Lawful
Bralani Azata	Chaotic, Good
Dire Lion*	-
Elemental (Large)	Elemental
Giant Moray Eel*	-
Kyton	Evil, Lawful
Orca (Dolphin)*	-
Salamander	Evil
Wooly Rhinoceros*	-
Xill	Evil, Lawful
6th Level	Subtype
Dire Bear*	-
Dire Tiger*	-
Elasmosaurus (Dinosaur)*	-
Elemental (Huge)	Elemental
Elephant*	-
Erinyes (Devil)	Evil, Lawful
Giant Octopus*	-
Invisible Stalker	Air
Lillend Azata	Chaotic, Good
Shadow Demon	Chaotic, Evil
Succubus (Demon)	Chaotic, Evil
Triceratops (Dinosaur)*	-
7th Level	Subtype
Bebelith	Chaotic, Evil
Bone Devil	Evil, Lawful
Brachiosaurus (Dinosaur)*	-
Dire Crocodile*	-
Dire Shark*	-
Elemental (Greater)	Elemental
Giant Squid*	-
Mastodon (Elephant)*	-
Roc*	-
Tyrannosaurus (Dinosaur)*	-
Vrock (Demon)	Chaotic, Evil
8th Level	Subtype
Barbed Devil	Evil, Lawful
Elemental (Elder)	Elemental
Hezrou (Demon)	Chaotic, Evil
9th Level	Subtype
Astral Deva (Angel)	Good
Ghaele Azata	Chaotic, Good
Glabrezu (Demon)	Chaotic, Evil
Ice Devil	Evil, Lawful
Nalfeshnee (Demon)	Chaotic, Evil
Trumpet Archon	Good, Lawful

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Dire Rat, Celestial (Summon Monster I)

(Caster's Alignment) Small animal [(augmented)]
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +4
AC 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 size)
hp 5 [7] (1d8+1 [+3])
Resist acid 5, cold 5, electricity 5
Fort +3 [+5], **Ref** +5, **Will** +1
SR 5
Speed 40 ft., **climb** 20 ft., **swim** 20 ft.
Melee bite +3 (1d4+2 plus disease)
Special Attacks disease, smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Dolphin, Celestial (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision;
Perception +9
AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)
hp 11 [15] (2d8+2 [+6])
Resist acid 5, cold 5, electricity 5
Fort +4 [+6], **Ref** +5, **Will** +1
SR 5
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, smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Dire Rat, Fiendish (Summon Monster I)

(Caster's Alignment) Small animal [(augmented)]
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +4
AC 14, **touch** 14, **flat-footed** 11 (+3 Dex, +1 size)
hp 5 [7] (1d8+1 [+3])
Resist cold 5, fire 5
Fort +3 [+5], **Ref** +5, **Will** +1
SR 5
Speed 40 ft., **climb** 20 ft., **swim** 20 ft.
Melee bite +3 (1d4+2 plus disease)
Special Attacks disease, smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Dolphin, Fiendish (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision;
Perception +9
AC 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)
hp 11 [15] (2d8+2 [+6])
Resist cold 5, fire 5
Fort +4 [+6], **Ref** +5, **Will** +1
SR 5
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, smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Eagle, Celestial (Summon Monster I)

(Caster's Alignment) Small animal [(augmented)]
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10
AC 14, **touch** 13, **flat-footed** 12 (+2 Dex, +1 natural, +1 size)
hp 5 [7] (1d8+1 [+3])
Resist acid 5, cold 5, electricity 5
Fort +3 [+5], **Ref** +4, **Will** +2
SR 5
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
SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES: _____

Fire Beetle, Celestial (Summon Monster I)

(Caster's Alignment) Small vermin [(augmented)]
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0
AC 12, **touch** 11, **flat-footed** 12 (+1 natural, +1 size)
hp 4 [6] (1d8 [+2])
Resist acid 5, cold 5, electricity 5
Fort +2 [+4], **Ref** +0, **Will** +0
SR 5
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, smite evil
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.
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Eagle, Fiendish (Summon Monster I)

(Caster's Alignment) Small animal [(augmented)]
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10
AC 14, **touch** 13, **flat-footed** 12 (+2 Dex, +1 natural, +1 size)
hp 5 [7] (1d8+1 [+3])
Resist cold 5, fire 5
Fort +3 [+5], **Ref** +4, **Will** +2
SR 5
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
SQ smite good
Special Abilities
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Fire Beetle, Fiendish (Summon Monster I)

(Caster's Alignment) Small vermin [(augmented)]
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0
AC 12, **touch** 11, **flat-footed** 12 (+1 natural, +1 size)
hp 4 [6] (1d8 [+2])
Resist cold 5, fire 5
Fort +2 [+4], **Ref** +0, **Will** +0
SR 5
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, smite good
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.
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Celestial (Summon Monster I)

(Caster's Alignment) Tiny animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +3
AC 13, **touch** 13, **flat-footed** 12 (+1 Dex, +2 size)
hp 4 [6] (1d8 [+2])
Resist acid 5, cold 5, electricity 5
Fort +2 [+4], **Ref** +3, **Will** -1
SR 5

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
SQ smite evil
Special Abilities
Poison (Ex) Injury; save Fort DC 10 [12]; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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.

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Pony, Celestial (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5
AC 11, **touch** 11, **flat-footed** 10 (+1 Dex)
hp 13 [17] (2d8+4 [+8])
Resist acid 5, cold 5, electricity 5
Fort +5 [+7], **Ref** +4, **Will** +0
SR 5

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

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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.

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Poison Frog, Fiendish (Summon Monster I)

(Caster's Alignment) Tiny animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +3
AC 13, **touch** 13, **flat-footed** 12 (+1 Dex, +2 size)
hp 4 [6] (1d8 [+2])
Resist cold 5, fire 5
Fort +2 [+4], **Ref** +3, **Will** -1
SR 5

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
SQ smite good
Special Abilities
Poison (Ex) Injury; save Fort DC 10 [12]; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Pony, Fiendish (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +5
AC 11, **touch** 11, **flat-footed** 10 (+1 Dex)
hp 13 [17] (2d8+4 [+8])
Resist cold 5, fire 5
Fort +5 [+7], **Ref** +4, **Will** +0
SR 5

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

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Celestial (Summon Monster 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])
Resist acid 5, cold 5, electricity 5
Fort +5 [+7], **Ref** +5, **Will** +1
SR 5
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
SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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, Celestial (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9
AC 14, **touch** 11, **flat-footed** 3 (+1 Dex, +3 natural)
hp 13 [17] (2d8+4 [+8])
Resist acid 5, cold 5, electricity 5
Fort +5 [+7], **Ref** +4, **Will** +1
SR 6
Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +2 [+4] (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
SQ smite evil
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 13 [15]; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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, and even larger variants do exist.

NOTES: _____

Riding Dog, Fiendish (Summon Monster 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])
Resist cold 5, fire 5
Fort +5 [+7], **Ref** +5, **Will** +1
SR 5
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
SQ smite good
Special Abilities
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster I)

(Caster's Alignment) Medium animal [(augmented)]
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9
AC 14, **touch** 11, **flat-footed** 3 (+1 Dex, +3 natural)
hp 13 [17] (2d8+4 [+8])
Resist cold 5, fire 5
Fort +5 [+7], **Ref** +4, **Will** +1
SR 6
Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +2 [+4] (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
SQ smite good
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 13 [15]; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, and even larger variants do exist.

NOTES: _____

Ant, Giant, Worker, Celestial (Summon Monster II)

(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**Resist** acid 5, cold 5, electricity 5**Immune** mind-affecting effects**SR** 8**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**SQ** smite evil**Special Abilities****Smite Evil** (Su) Smite evil 1/day as a swift action (+2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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 Monster II)

N 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: _____

Ant, Giant, Worker, Fiendish (Summon Monster II)

(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**Resist** acid 5, cold 5, electricity 5**Immune** mind-affecting effects**SR** 8**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**SQ** smite good**Special Abilities****Smite Evil** (Su) Smite good 1/day as a swift action (+2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Earth, Small (Summon Monster II)

N 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, Fire, Small (Summon Monster II)N 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; **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. 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: _____**Giant Centipede, Celestial (Summon Monster II)**(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**Resist** acid 5, cold 5, electricity 5**Immune** mind-affecting effects**SR** 5**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**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____**Elemental, Water, Small (Summon Monster II)**N 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 Centipede, Fiendish (Summon Monster II)**(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**Resist** cold 5, fire 5**Immune** mind-affecting effects**SR** 5**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**SQ** smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Giant Frog, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 6**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**SQ** smite evil**Special Abilities****Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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 Web-spinning Spider, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 6**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**SQ** smite evil**Special Abilities****Poison** (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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:** _____

Giant Frog, Fiendish (Summon Monster 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**Resist** cold 5, fire 5**SR** 6**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**SQ** smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 6**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**SQ** smite evil**Special Abilities****Poison** (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**NOTES:** _____

Giant Web-spinning Spider, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 6
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
SQ smite good
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Celestial (Summon Monster 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
Resist acid 5, cold 5, electricity 5
SR 6
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
SQ smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +1 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES: _____

Giant Hunting Spider, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 6
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
SQ smite good
Special Abilities
Poison (Ex) Bite—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

NOTES: _____

Goblin Dog, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 6
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
SQ smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +1 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Horse, Celestial (Summon Monster 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
Resist acid 5, cold 5, electricity 5
SR 6
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, smite evil
Special Abilities
Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES: _____

Hyena, Celestial (Summon Monster 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
Resist acid 5, cold 5, electricity 5
SR 6
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
SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Horse, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 6
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, smite good
Special Abilities
Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Hyena, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 6
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
SQ smite good
Special Abilities
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Lemure (Devil) (Summon Monster II)

LE Medium outsider (devil, evil, extraplanar, lawful) [(augmented)]

Init +0; **Senses** darkvision 60 ft., see in darkness; **Perception** +0**AC** 14, **touch** 10, **flat-footed** 14 (+4 natural)**hp** 13 [17] (2d10+2 [+6])**Fort** +4 [+6], **Ref** +3, **Will** +0**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison;**Resist** acid 10, cold 10**Speed** 20 ft.**Melee** 2 claws +2 [+4] (1d4 [+2])**Str** 11 [15], **Dex** 10, **Con** 12 [16], **Int** —, **Wis** 11, **Cha** 5**Base Atk** +2; **CMB** +2 [+4]; **CMD** 12 [14]

The least of devilkind, lemures roil forth from the ranks of souls damned to Hell, shapeless masses of quivering flesh. What spark of instinct or memory lingers on within a lemure's semi-consciousness regularly shapes its features to mimic those of its tormentors or the tortured souls around it. Grotesque and useless, a lemure's features speak nothing of what it once was. Many exhibit multiple terrible visages or are nothing more than churning pillars of cancerous flesh. Only their knobby, flailing limbs work as they should, and those they merely use to destroy any non-infernal life that draws too near. Moving lemures typically congeal in forms over 4 feet tall and weigh upward of 200 pounds, though when at rest these disgusting fiends often appear to be little more than lumps of melted flesh and malformed features.

NOTES: _____

Octopus, Fiendish (Summon Monster 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**Resist** cold 5, fire 5**SR** 6**Defensive Abilities** ink cloud**Speed** 20 ft., swim 30 ft., jet 200 ft.**Melee** bite +5 [+7] (1d3+1 [+3] plus poison), tentacles +3 [+5] (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

SQ smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Octopus, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 6**Defensive Abilities** ink cloud**Speed** 20 ft., swim 30 ft., jet 200 ft.**Melee** bite +5 [+7] (1d3+1 [+3] plus poison), tentacles +3 [+5] (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

SQ smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES: _____

Squid, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 6**Defensive Ability** 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]**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES: _____

Squid, Fiendish (Summon Monster 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

Resist cold 5, fire 5

SR 6

Defensive Ability 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]

SQ smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Wolf, Fiendish (Summon Monster 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

Resist cold 5, fire 5

SR 6

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

SQ smite good

Special Abilities

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Wolf, Celestial (Summon Monster 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

Resist acid 5, cold 5, electricity 5

SR 6

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

SQ smite evil

Special Abilities

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ant, Giant, Soldier, Celestial (Summon Monster 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

Resist acid 5, cold 5, electricity 5

SR 7

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

SQ smite evil

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 12 [14]; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ant, Giant, Soldier, Fiendish (Summon Monster 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**Resist** cold 5, fire 5**SR** 7**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

SQ smite good**Special Abilities****Poison** (Ex) Sting—injury; save Fort DC 12 [14]; frequency 1/round

for 4 rounds; effect 1d2 Str; cure 1 save

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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:

_____**Ape, Gorilla, Fiendish (Summon Monster III)**

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

Init +2; **Senses** darkvision 60 ft., 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**Resist** cold 5, fire 5**SR** 7**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**SQ** smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys.

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:

_____**Ape, Gorilla, Celestial (Summon Monster III)**

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

Init +2; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 7**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**SQ** smite evil**Special Abilities****Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys.

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:

_____**Aurochs (Herd Animal), Celestial (Summon Monster III)**

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

Init +0; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 7**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**SQ** smite evil**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 tramples save DC increases by +2.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES:

Aurochs (Herd Animal), Fiendish (Summon Monster III)

(Caster's Alignment) Large animal [(augmented)]
Init +0; **Senses** darkvision 60 ft., 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
Resist cold 5, fire 5
SR 7

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
SQ smite good

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 tramples save DC increases by +2.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES: _____

Boar, Fiendish (Summon Monster III)

(Caster's Alignment) Medium animal [(augmented)]
Init +0; **Senses** darkvision 60 ft., 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
Resist cold 5, fire 5
SR 7

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 [+7]; **CMD** 14 [16]
Feats Toughness
Skills Perception +6
SQ smite good

Special Abilities

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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 climes. 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: _____

Boar, Celestial (Summon Monster III)

(Caster's Alignment) Medium animal [(augmented)]
Init +0; **Senses** darkvision 60 ft., 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
Resist acid 5, cold 5, electricity 5
SR 7

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 [+7]; **CMD** 14 [16]
Feats Toughness
Skills Perception +6
SQ smite evil

Special Abilities

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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 climes. 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: _____

Cheetah, Celestial (Summon Monster III)

(Caster's Alignment) Medium animal [(augmented)]
Init +8; **Senses** darkvision 60 ft., 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
Resist acid 5, cold 5, electricity 5
SR 7

Speed 50 ft.; sprint
Melee bite +6 [+8] (1d6+3 [+5] plus trip), 2 claws +6 [+8] (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

SQ smite evil
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Cheetah, Fiendish (Summon Monster III)

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

Init +8; **Senses** darkvision 60 ft., 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**Resist** cold 5, fire 5**SR** 7**Speed** 50 ft.; sprint**Melee** bite +6 [+8] (1d6+3 [+5] plus trip), 2 claws +6 [+8] (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

SQ smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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: _____**Constrictor Snake, Fiendish (Summon Monster III)**

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

Init +3; **Senses** darkvision 60 ft., 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**Resist** cold 5, fire 5**SR** 7**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**SQ** smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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: _____**Constrictor Snake, Celestial (Summon Monster III)**

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

Init +3; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 7**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**SQ** smite evil**Special Abilities****Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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: _____**Crocodile, Celestial (Summon Monster III)**

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

Init +1; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 7**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 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 on Stealth in water**SQ** hold breath, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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: _____

Crocodile, Fiendish (Summon Monster III)

(Caster's Alignment) Large animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., 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
Resist cold 5, fire 5
SR 7
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 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 on Stealth in water
SQ hold breath, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster III)

(Caster's Alignment) Large animal [(augmented)]
Init +2; **Senses** darkvision 60 ft., 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
Resist cold 5, fire 5
SR 7
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
SQ smite good
Special Abilities
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +4 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Dire Bat, Celestial (Summon Monster III)

(Caster's Alignment) Large animal [(augmented)]
Init +2; **Senses** darkvision 60 ft., 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
Resist acid 5, cold 5, electricity 5
SR 7
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
SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +4 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Dretch (Demon) (Summon Monster III)

CE Small outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; **Perception** +5
AC 14, **touch** 11, **flat-footed** 14 (+3 natural, +1 size)
hp 18 [22] (2d10+7 [+11])]
Fort +5 [+7], **Ref** +0, **Will** +3
DR 5/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10
Speed 20 ft.
Melee 2 claws +4 [+6] (1d4+1 [+3]), bite +4 [+6] (1d4+1 [+3])]
Spell-Like Abilities (CL 2nd)
 1/day—cause fear (DC 11), stinking cloud (DC 13)
Str 12 [16], **Dex** 10, **Con** 14 [18], **Int** 5, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2 [+4]; **CMD** 12 [14]
Feats Toughness
Skills Escape Artist +5, Perception +5, Stealth +9
Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

The dretch is a favorite target for dabblers in Abyssal summonings to call forth. Relatively weak and easy to bully, dretches can often be pressured into long periods of servitude with only vague promises of the opportunity to vent their frustrations and anger on softer foes. Yet the prospective dretch-summoner would do well to remember that these demons are as craven and untrustworthy as they come. A dretch faced with a more powerful foe is only too eager to trade what it knows for its pitiful excuse for a life.

A dretch stands 4 feet tall and weighs 180 pounds.

NOTES: _____

Electric Eel, Celestial (Summon Monster III)

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

Init +6; **Senses** darkvision 60 ft., 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

Resist acid 5, cold 5, electricity 10

SR 7

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

SQ smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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, Celestial (Summon Monster III)

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

Init +2; **Senses** darkvision 60 ft., 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

Resist acid 5, cold 5, electricity 5

SR 7

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)

SQ smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Electric Eel, Fiendish (Summon Monster III)

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

Init +6; **Senses** darkvision 60 ft., 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

Resist cold 5, electricity 10, fire 5

SR 7

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

SQ smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster III)

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

Init +2; **Senses** darkvision 60 ft., 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

Resist cold 5, fire 5

SR 7

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)

SQ smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Lantern Archon (Summon Monster III)

LG Small outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +4**Aura** aura of menace (DC 12)**AC** 15, **touch** 11, **flat-footed** 15 (+4 natural, +1 size; +2 deflect vs. evil)**hp** 13 [17] (2d10+2 [+6])**Fort** +4 [+6], **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil; **Immune** electricity, petrification**Speed** fly 60 ft. (perfect)**Ranged** 2 light rays +3 ranged touch (1d6)**Spell-Like Abilities** (CL 3rd):**At Will**—aid, continual flame, detect evil, greater teleport (self plus 50 lbs. of objects only)**Str** 1 [5], **Dex** 11, **Con** 12 [16], **Int** 6, **Wis** 11, **Cha** 10**Base Atk** +2; **CMB** -4 [-2]; **CMD** 6 [8]**Feats** Improved Initiative**Skills** Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5**Languages** Celestial, Draconic, Infernal; truespeech**SQ** gestalt**Special Abilities****Gestalt** (Su) 9 lantern archons can fuse together as a full-round action. The gestalt has all the powers and abilities of a Large air elemental plus: archon, good, and lawful subtypes; aura of menace DC 16; 2 light rays (2d6); DR 5/evil and magic. Can remain in this form 2d4 rounds.**Light Ray** (Ex) Fire beams of light to damage foes. Maximum range of 30 feet. This attack overcomes damage reduction of any type.

A lantern archon always glows, usually as bright as a torch. They have total control over the color of light they shed. As a swift action, a lantern archon can dampen its light to that of a candle for 1 round. Only death can extinguish this light.

NOTES: _____**Leopard, Fiendish (Summon Monster III)**

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

Init +4; **Senses** darkvision 60 ft., 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**Resist** cold 5, fire 5**SR** 7**Speed** 30 ft., climb 20 ft.**Melee** bite +6 [+8] (1d6+3 [+5] plus grab), 2 claws +6 [+8] (1d3+3 [+5])**Special Attacks** pounce, rake (2 claws +6 [+8], 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**SQ** smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—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: _____**Leopard, Celestial (Summon Monster III)**

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

Init +4; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 7**Speed** 30 ft., climb 20 ft.**Melee** bite +6 [+8] (1d6+3 [+5] plus grab), 2 claws +6 [+8] (1d3+3 [+5])**Special Attacks** pounce, rake (2 claws +6 [+8], 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**SQ** smite evil**Special Abilities****Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—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: _____**Shark, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 7**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]**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +4 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Shark, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 7

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]
SQ smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +4 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Wolverine, Fiendish (Summon Monster 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
Resist cold 5, fire 5
SR 7

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
SQ smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +3 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Wolverine, Celestial (Summon Monster 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
Resist acid 5, cold 5, electricity 5
SR 7

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
SQ smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +3 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ant, Giant, Drone, Celestial (Summon Monster 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
Resist acid 5, cold 5, electricity 5
SR 7
Immune mind-affecting effects
Speed 50 ft., climb 20 ft., fly 30 ft. (average)
Melee bite +5 [+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
SQ smite evil
Special Abilities
Poison (Ex) Sting—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +2 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ant, Giant, Drone, Fiendish (Summon Monster 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**Resist** cold 5, fire 5**SR** 7**Immune** mind-affecting effects**Speed** 50 ft., climb 20 ft., fly 30 ft. (average)**Melee** bite +5 [+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**SQ** smite good**Special Abilities****Poison** (Ex) Sting—injury; save Fort DC 14 [16]; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +2 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster IV)**

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

Init +0; **Senses** darkvision 60 ft., 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**DR** 5/evil**Resist** cold 10, fire 10**SR** 10**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**SQ** smite good**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 tramples save DC increases by +2.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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:

_____**Bison, Celestial (Summon Monster IV)**

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

Init +0; **Senses** darkvision 60 ft., 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 10**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**SQ** smite evil**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 tramples save DC increases by +2.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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:

_____**Deinonychus, Celestial (Summon Monster IV)**

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

Init +6; **Senses** darkvision 60 ft., 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**Resist** acid 5, cold 5, electricity 5**SR** 8**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

SQ smite evil**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).**Smite Evil** (Su) Smite evil 1/day as a swift action (add +2 to attack, +4 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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:

Deinonychus, Fiendish (Summon Monster IV)

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

Init +6; **Senses** darkvision 60 ft., 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**Resist** cold 5, fire 5**SR** 8**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

SQ smite good**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).**Smite Good** (Su) Smite good 1/day as a swift action (add +2 to attack, +4 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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 Ape, Fiendish (Summon Monster IV)

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

Init +2; **Senses** darkvision 60 ft., 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, **Ref** +6, **Will** +4**Resist** cold 5, fire 5**SR** 8**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**SQ** smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +4 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Dire Ape, Celestial (Summon Monster IV)

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

Init +2; **Senses** darkvision 60 ft., 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, **Ref** +6, **Will** +4**Resist** acid 5, cold 5, electricity 5**SR** 8**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**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +4 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Dire Boar, Celestial (Summon Monster IV)

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

Init +4; **Senses** darkvision, 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 10**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**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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 Boar, Fiendish (Summon Monster IV)

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

Init +4; **Senses** darkvision, 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**DR** 5/good**Resist** cold 10, fire 10**SR** 10**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**SQ** smite good**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.**Smite Good (Su)** Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster IV)**

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

Init +2; **Senses** darkvision, 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**DR** 5/good**Resist** acid 10, cold 10, electricity 10**SR** 9**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

SQ smite good**Special Abilities****Smite Good (Su)** Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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: _____**Dire Wolf, Celestial (Summon Monster IV)**

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

Init +2; **Senses** darkvision, 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 9**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

SQ smite evil**Special Abilities****Smite Evil (Su)** Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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, Air, Medium (Summon Monster IV)**

N 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; **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, Earth, Medium (Summon Monster IV)N 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, Water, Medium (Summon Monster IV)**N Medium outsider (elemental, extraplanar, water) [(*augmented*)]**Init** +1; **Senses** darkvision 60 ft.; **Perception** +5**AC** 17, **touch** 11, **flat-footed** 17 (+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:**Elemental, Fire, Medium (Summon Monster IV)**N 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; **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. 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:**Giant Scorpion, Celestial (Summon Monster IV)**(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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 9**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)**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**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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).

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:

Giant Scorpion, Fiendish (Summon Monster IV)

(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**DR** 5/good**Resist** cold 10, fire 10**SR** 9**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)**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**SQ** smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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).

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: _____

_____**Giant Wasp, Fiendish (Summon Monster 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**Resist** cold 5, fire 5**SR** 8**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**SQ** smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +4 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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 Wasp, Celestial (Summon Monster 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**Resist** acid 5, cold 5, electricity 5**SR** 8**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**SQ** smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +4 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

_____**Grizzly Bear, Celestial (Summon Monster IV)**

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

Init +1; **Senses** darkvision 60 ft., 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 10**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, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Grizzly Bear, Fiendish (Summon Monster IV)(Caster's Alignment) Large animal [(*augmented*)]**Init** +1; **Senses** darkvision 60 ft., 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**DR** 5/good**Resist** cold 10, fire 10**SR** 10**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, smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

_____**Hound Archon (Summon Monster IV)**LG Medium outsider (archon, extraplanar, good, lawful) [(*augmented*)]**Init** +4; **Senses** darkvision 60 ft., detect evil, low-light vision, scent; **Perception** +10**Aura** aura of menace (DC 16), *magic circle against evil***AC** 19, **touch** 10, **flat-footed** 19 (+9 natural; +2 deflection vs. evil)**hp** 39 [51] (6d10+6 [+18])**Fort** +6 [+8], **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil**DR** 10/evil**Immune** electricity, petrification**SR** 15**Speed** 40 ft.**Melee** bite +8 [+10] (1d8+3 [+5]), slam +8 [+10] (1d4+1 [+3] or mwk greatsword +9/+4 [+11/+6] (1d8+2 [+4]), bite +3 [+5] (1d8+2 [+4])**Spell-Like Abilities** (CL 6th)**Constant**—*detect evil*, *magic circle against evil***At Will**—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message***Str** 15 [19], **Dex** 10, **Con** 13 [17], **Int** 10, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +8 [+10]; **CMD** 18 [20]**Feats** Improved Initiative, Iron Will, Power Attack**Skills** Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; Racial Modifiers +4 Stealth, +4 Survival**Languages** Celestial, Draconic, Infernal; truespeech**SQ** change shape (*beast shape II*)**Special Abilities****Change Shape** (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Hound archons look like well-muscled humans with canine heads typically resembling those of noble-looking wolves or dogs.

NOTES: _____

_____**Hell Hound (Summon Monster IV)**LE Medium outsider (evil, extraplanar, fire, lawful) [(*augmented*)]**Init** +5; **Senses** darkvision 60 ft., scent; **Perception** +7**AC** 16, **touch** 11, **flat-footed** 15 (+1 Dex, +5 natural)**hp** 30 [38] (4d10+8 [+16])**Fort** +6 [+8], **Ref** +5, **Will** +1**Immune** fire**Weaknesses** vulnerability to cold**Speed** 40 ft.**Melee** bite +5 [+7] (1d8+1 [+3] plus 1d6 fire)**Special Attacks** breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 [16] for half)**Str** 13 [17], **Dex** 13, **Con** 15 [19], **Int** 6, **Wis** 10, **Cha** 6**Base Atk** +4; **CMB** +5 [+7]; **CMD** 16 [18] (20 [22] vs. trip)**Feats** Improved Initiative, Run**Skills** Acrobatics +8, Perception +7, Stealth +13, Survival +7; Racial Modifiers +5 Stealth**Languages** Infernal (cannot speak)

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. Efficient hunters, a favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving prey toward the rest of the pack with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing creatures relentlessly.

NOTES: _____

_____**Lion, Celestial (Summon Monster IV)**(Caster's Alignment) Large animal [(*augmented*)]**Init** +7; **Senses** darkvision 60 ft., 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 9**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, 1d4+5)**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, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**NOTES:** _____

Lion, Fiendish (Summon Monster IV)

(Caster's Alignment) Large animal [(augmented)]
Init +7; **Senses** darkvision 60 ft., 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
DR 5/good
Resist cold 10, fire 10
SR 9
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, 1d4+5)
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, smite good
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.

Smite good (Su) Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

NOTES: _____

Mephit, Dust (Summon Monster IV)

N Small outsider (varies) [(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) Each type of mephit can unleash a particular 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, Air (Summon Monster IV)

N Small outsider (varies) [(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) Each type of mephit can unleash a particular 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: _____

Mephit, Earth (Summon Monster IV)

N 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) Each type of mephit can unleash a particular 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, Fire (Summon Monster IV)N 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) Each type of mephit can unleash a particular 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 Monster IV)**N 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 [17], **Int** 6, **Wis** 11, **Cha** 14**Base Atk** +3; **CMB** +3 [+5]; **CMD** 15 [16]**Feats** Dodge, Improved Initiative**Skills** Bluff +8, Fly +10, Perception +6, Stealth +12**Languages** Common, Ignan**Special Abilities****Breath Weapon** (Su) Each type of mephit can unleash a particular 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, Ice (Summon Monster IV)**N 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) Each type of mephit can unleash a particular 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, Ooze (Summon Monster IV)**N 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) Each type of mephit can unleash a particular 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, Salt (Summon Monster IV)

N 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) Each type of mephit can unleash a particular 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 Monster IV)

N 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) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Water mephits are constant jokers.

NOTES: _____

Mephit, Steam (Summon Monster IV)

N 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) Each type of mephit can unleash a particular 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: _____

Pteranodon, Celestial (Summon Monster IV)

(Caster's Alignment) Large animal [(*augmented*)]
Init +8; **Senses** darkvision 60 ft., 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
DR 5/evil
Resist acid 10, cold 10, electricity 10
SR 9
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
SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +1 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Pteranodon, Fiendish (Summon Monster IV)

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

Init +8; **Senses** darkvision 60 ft., 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

DR 5/good

Resist cold 10, fire 10

SR 9

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

SQ smite good

Special Abilities

Smite Good (Su) Smite good 1/day as a swift action (add +1 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Rhinoceros, Fiendish (Summon Monster IV)

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

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

DR 5/good

Resist cold 10, fire 10

SR 10

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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +5 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Rhinoceros, Celestial (Summon Monster IV)

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

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

DR 5/evil

Resist acid 10, cold 10, electricity 10

SR 10

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, smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +5 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ankylosaurus, Celestial (Summon Monster V)

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

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

DR 5/evil

Resist acid 10, cold 10, electricity 10

SR 12

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

SQ smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +10 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Ankylosaurus, Fiendish (Summon Monster V)

(Caster's Alignment) Huge animal [(augmented)]
Init +0; **Senses** darkvision 60 ft., 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
DR 5/good
Resist cold 10, fire 10
SR 12

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

SQ smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +10 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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:

Bearded Devil (Summon Monster V)

LE Medium outsider (devil, evil, extraplanar, lawful) [(augmented)]
Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10
AC 19, **touch** 12, **flat-footed** 17 (+2 Dex, +7 natural)
hp 57 [69] (6d10+24 [+36])
Fort +9 [+11], **Ref** +7, **Will** +3
DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16
Speed 40 ft.
Melee glaive +11/+6 [+13/+8] melee (1d10+6 [+8] plus infernal wound) or 2 claws +10 [+12] melee (1d6+4 [+6])
Special Attacks beard
Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

Str 19 [23], **Dex** 15, **Con** 19 [23], **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10 [+12]; **CMD** 22 [24]

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13 [+15], Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Special Abilities

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 [19] Fortitude save or contract *devil chills*. The save DC is Constitution-based. *Devil Chills*: Disease—injury; save Fort DC 17 [19]; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to staunch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

At attention, bearded devils stand over 6 feet tall (though their squatting battle stances often make them appear shorter) and weigh upward of 200 pounds.

NOTES:

Babau (Summon Monster V)

CE Medium outsider (chaotic, demon, evil, extraplanar) [(augmented)]
Init +5; **Senses** darkvision 60 ft., see invisibility; **Perception** +19
AC 19, **touch** 11, **flat-footed** 18 (+1 Dex, +8 natural)
hp 73 [87] (7d10+35 [+49])
Fort +10 [+12], **Ref** +6, **Will** +5
Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17
Speed 30 ft.

Melee 2 claws +12 [+14] (1d6+5 [+7]), bite +12 [+14] (1d6+5 [+7]) or longspear +12/+7 [+14/+9] (1d8+7 [+9]), bite +7 [+9] (1d6+2 [+4])

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—see *invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

Str 21 [25], **Dex** 13, **Con** 20 [24], **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12 [+14]; **CMD** 23 [25]

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12 [+14], Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; Racial Modifiers +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Special Abilities

Protective Slime (Su) A creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from the slime if it fails a DC 18 [20] Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 [20] Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition.

A babau typically carries a longspear or other weapon with which it can strike at foes beyond its normal reach, but given the opportunity, a babau prefers to fight with its teeth or claws.

A babau is 6 feet tall but weighs only 140 pounds.

NOTES:

Bralani (Summon Monster V)

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger) [(augmented)]
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +15
AC 20, **touch** 14, **flat-footed** 16 (+4 Dex, +6 natural)
hp 66 [80] (7d10+28 [+42])
Fort +9 [+11], **Ref** +9, **Will** +6
DR 10/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 17
Speed 40 ft., fly 100 ft. (perfect)
Melee +1 *scimitar* +13/+8 [+15/+10] (1d6+8 [+10]/18-20) or slam +12 [+14] (1d6+7 [+9])
Ranged +1 *composite longbow* +12/+7 [+14/+9] (1d8+6 [+8]/×3)
Special Attacks whirlwind blast
Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

Str 20 [24], **Dex** 18, **Con** 19 [23], **Int** 13, **Wis** 14, **Cha** 15

Base Atk +7; **CMB** +12 [+14]; **CMD** 26 [28]

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +20, Handle Animal +12, Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech

SQ wind form

Special Abilities

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 [19] half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

In addition to their elf-like forms, they can take the shape of whirlwinds of dust, snow, or sand. In the mortal realm, they are often mistaken for djinn.

NOTES:

Dire Lion, Celestial (Summon Monster V)

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

Init +6; **Senses** darkvision 60 ft., 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

DR 5/evil

Resist acid 10, cold 10, electricity 10

SR 11

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, 1d6+7)

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, smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +8 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

NOTES: _____

Elemental, Air, Large (Summon Monster V)

N 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: _____

Dire Lion, Fiendish (Summon Monster V)

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

Init +6; **Senses** darkvision 60 ft., 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

DR 5/good

Resist cold 10, fire 10

SR 11

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, 1d6+7)

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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +8 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

NOTES: _____

Elemental, Earth, Large (Summon Monster V)

N 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 6000 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, Large (Summon Monster V)
 N 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; **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. 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: _____

Giant Moray Eel, Celestial (Summon Monster V)
 (Caster's Alignment) Large animal (aquatic) [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., 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
DR 5/evil
Resist acid 10, cold 10, electricity 10
SR 11
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, smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +7 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Elemental, Water, Large (Summon Monster V)
 N 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: _____

Giant Moray Eel, Fiendish (Summon Monster V)
 (Caster's Alignment) Large animal (aquatic) [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., 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
DR 5/good
Resist cold 10, fire 10
SR 11
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, smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +7 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Kyton (Summon Monster V)

LE Medium outsider (evil, extraplanar, kyton, lawful) [(*augmented*)]
Init +7; **Senses** darkvision 60 ft.; **Perception** +14
AC 21, **touch** 13, **flat-footed** 18 (+4 armor, +3 Dex, +4 natural)
hp 60 [76] (8d10+16 [+32]); **regeneration** 2 (good weapons and spells, silver weapons)
Fort +8 [+10], **Ref** +9, **Will** +3
DR 5/silver or good; **Immune** cold; **SR** 17
Speed 30 ft.
Melee 4 chains +11 [+13] (2d4+2 [+4])
Special Attacks dancing chains, unnerving gaze
Str 15 [19], **Dex** 17, **Con** 14 [18], **Int** 11, **Wis** 12, **Cha** 12
Base Atk +8; **CMB** +10 [+12]; **CMD** 23 [25]
Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)
Skills Acrobatics +14, Climb +13 [+15], Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14
Languages Common, Infernal
SQ chain armor
Special Abilities
Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

NOTES: _____

Orca, Fiendish (Summon Monster 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
DR 5/good
Resist cold 10, fire 10
SR 11
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, smite good
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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +9 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Orca, Celestial (Summon Monster 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
DR 5/evil
Resist acid 10, cold 10, electricity 10
SR 11
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, smite evil
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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +9 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Salamander (Summon Monster V)

CE Medium outsider (extraplanar, fire) [(*augmented*)]
Init +1; **Senses** darkvision 60 ft.; **Perception** +16
AC 18, **touch** 11, **flat-footed** 17 (+1 Dex, +7 natural)
hp 76 [92] (8d10+32 [+48])
Fort +10 [+12], **Ref** +7, **Will** +6
DR 10/magic; **Immune** fire
Weaknesses vulnerability to cold
Speed 20 ft.
Melee spear +11/+6 [+13/+8] (1d8+4 [+6]/×3 plus 1d6 fire), tail slap +6 [+8] (2d6+1 [+3] plus 1d6 fire and grab)
Special Attacks constrict (2d6+4 [+6] plus 1d6 fire), heat
Str 16 [20], **Dex** 13, **Con** 18 [22], **Int** 14, **Wis** 15, **Cha** 13
Base Atk +8; **CMB** +11 [+13] (+15 [+17] grapple); **CMD** 22 [24] (can't be tripped)
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)
Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; Racial Modifiers +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)
Languages Common, Ignan
Special Abilities
Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.

Constrict (Ex) The salamander 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).

Salamanders are native to the Plane of Fire, where their legions of fierce warriors are much feared by the other inhabitants of the plane.

Though their lairs typically hover in temperatures of 500 degrees F or more, salamanders can tolerate lower temperatures. They generally do so only when forced, and are even surlier and more short-tempered than normal in such environments.

NOTES: _____

Woolly Rhinoceros, Celestial (Summon Monster 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 12**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, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +8 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____**Xill (Summon Monster V)**LE Medium outsider (evil, extraplanar) [(*augmented*)]**Init** +8; **Senses** darkvision 60 ft.; **Perception** +13**AC** 21, **touch** 14, **flat-footed** 17 (+4 Dex, +5 natural, +2 shield)**hp** 67 [85] (9d10+18 [+36])**Fort** +8 [+10], **Ref** +10, **Will** +6**SR** 17**Speed** 40 ft.**Melee** short swords +13/+13/+8 [+15/+15/+10] (1d6+3 [+5]/19-20), claw +13 [+15] (1d4+3 [+5] plus grab), bite +7 [+9] (1d3+1 [+3] plus paralysis), or 4 claws +13 [+15] (1d4+3 [+5] plus grab), bite +12 [+14] (1d3+3 [+5] plus paralysis)**Ranged** 2 longbows +13 (1d8/x3)**Special Attacks** implant, paralysis (1d4 hours, DC 16)**Str** 17 [21], **Dex** 18, **Con** 14 [18], **Int** 15, **Wis** 12, **Cha** 11**Base Atk** +9; **CMB** +12 [+14] (+16 [+18] grapple); **CMD** 26 [28]**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)**Skills** Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16**Languages** Common, Infernal**SQ** multiweapon mastery, planewalk**Special Abilities****Implant** (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature.

A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with a DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.**Planewalk** (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.**NOTES:** _____**Woolly Rhinoceros, Fiendish (Summon Monster 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**DR** 5/good**Resist** cold 10, fire 10**SR** 12**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, smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +8 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Celestial (Summon Monster 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**DR** 5/evil**Resist** acid 10, cold 10, electricity 10**SR** 13**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, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +10 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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 Bear, Fiendish (Summon Monster 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
DR 5/good
Resist cold 10, fire 10
SR 13
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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +10 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Fiendish (Summon Monster 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
DR 10/good
Resist cold 15, fire 15
SR 14
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, 2d4+8)
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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +14 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

NOTES: _____

Dire Tiger, Celestial (Summon Monster 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 14
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, 2d4+8)
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, smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +14 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

NOTES: _____

Elasmosaurus, Celestial (Summon Monster 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
DR 5/evil
Resist acid 10, cold 10, electricity 10
SR 13
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]

SQ smite evil
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +10 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Elasmosaurus, Fiendish (Summon Monster 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**DR** 5/good**Resist** cold 10, fire 10**SR** 13**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]**SQ** smite good**Special Abilities****Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +10 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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 Monster VI)

N 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, Air, Huge (Summon Monster VI)

N 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: _____

Elemental, Fire, Huge (Summon Monster VI)

N 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; **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. 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, Huge (Summon Monster VI)
 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: _____

Elephant, Fiendish (Summon Monster 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
DR 10/good
Resist cold 15, fire 15
SR 14
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 smite good, trample
Special Abilities
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +11 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Elephant, Celestial (Summon Monster 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 14
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 smite evil, trample
Special Abilities
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +11 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Erinyes (Summon Monster VI)
 LE Medium outsider (devil, evil, extraplanar, lawful) [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., see in darkness, true seeing;
Perception +16
AC 23, **touch** 17, **flat-footed** 16 (+6 Dex, +1 dodge, +6 natural)
hp 94 [112] (9d10+45 [+63])
Fort +11 [+13], **Ref** +12, **Will** +7
DR 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19
Speed 30 ft., fly 50 ft. (good)
Melee +1 longsword +15/+10 [+17/+12] (1d8+8 [+10]/19-20)
Ranged +1 flaming composite longbow +14/+14/+9 [+16/+16/+11] (1d8+6 [+8]/×3 plus 1d6 fire) or rope +15 touch (*entangle*)
Spell-Like Abilities (CL 12th)
Constant—*true seeing*
At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)
1/day—*summon* (level 3, 2 bearded devils, 50%)
Str 20 [24], **Dex** 23, **Con** 21 [25], **Int** 14, **Wis** 18, **Cha** 21
Base Atk +9; **CMB** +14 [+16]; **CMD** 31 [33]
Feats Combat Reflexes, Dodge^B, Mobility^B, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run
Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.
Special Abilities
Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

All erinyes weave deadly living ropes from their own hair, which they use in battle to lift their foes into the air, mocking and condemning their victims for their transgressions before dropping them from great heights.

Erinyes appear as darkly beautiful angels, augmenting their sensuality with deliberate bruises and scars. Most erinyes stand just under 6 feet tall and weigh approximately 140 pounds, even with their black-feathered wings that stretch over 10 feet wide.

NOTES: _____

Giant Octopus, Celestial (Summon Monster 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 14

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, smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +12 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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

NOTES:**Invisible Stalker (Summon Monster VI)**

N Medium outsider (air, elemental, extraplanar) [(*augmented*)]
Init +8; **Senses** darkvision 60 ft.; **Perception** +12

AC 20, **touch** 14, **flat-footed** 16 (+4 Dex, +6 natural)

hp 80 [94] (7d10+42 [+56])

Fort +13 [+15], **Ref** +11, **Will** +4

Defensive Abilities natural invisibility; **Immune** elemental traits

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 [+14] (2d6+4 [+6])

Str 18 [22], **Dex** 19, **Con** 22 [26], **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11 [+13]; **CMD** 25 [27]

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

Special Abilities

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Due to their constant summoning, many invisible stalkers harbor hostility for those dwelling on the Material Plane. These creatures automatically try to use inconsistencies in the wording of their tasks and literal twists on the intention to find a way to inconvenience, injure, or even kill the priest or arcanist that brought them to the plane.

NOTES:**Giant Octopus, Fiendish (Summon Monster 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
DR 10/good
Resist cold 15, fire 15
SR 14

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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +12 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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

NOTES:**Lillend (Summon Monster VI)**

CG Large outsider (azata, chaotic, extraplanar, good) [(*augmented*)]

Init +3; **Senses** low-light vision, darkvision 60 ft.; **Perception** +13

AC 20, **touch** 12, **flat-footed** 17 (+3 Dex, +8 natural, -1 size)

hp 73 [87] (7d10+35 [+49])

Fort +7 [+9], **Ref** +10, **Will** +10

Immune electricity, petrification, poison; **Resist** cold 10, fire 10

Speed 30 ft., fly 70 ft. (average)

Melee +1 *longsword* +12/+7 [+14/+9] (2d6+8 [+10]/19–20), tail slap +6 [+8] (2d6+2 [+4] plus grab)

Special Attacks bardic performance (20 rounds/day), constrict (2d6+5 [+7])

Spell-Like Abilities (CL 7th)

3/day—*darkness*, *hallucinatory terrain* (DC 18), *knock*, *light*

1/day—*charm person* (DC 15), *speak with animals*, *speak with plants*

Spells Known (CL 7th)

3rd (2/day)—*charm monster* (DC 17)

2nd (4/day)—*hold person* (DC 16), *invisibility*, *sound burst* (DC 16), *suggestion* (DC 16)

1st (5/day)—*charm person* (DC 15), *cure light wounds*, *identify*, *sleep* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *lullaby* (DC 14), *mage hand*, *read magic*

Str 20 [24], **Dex** 17, **Con** 21 [25], **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +13 [+15]; **CMD** 26 [28] (can't be tripped)

Feats Combat Casting, Hover, Iron Will, Lightning Reflexes

Skills Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; Racial Modifiers +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

Special Abilities

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and *suggestion* aspects.

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

A lillend's lower section is about 20 feet long, and a typical lillend weighs 3,800 pounds.

NOTES:

Shadow Demon (Summon Monster VI)

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal) [(augmented)]

Init +8; **Senses** darkvision 60 ft.; **Perception** +20

AC 18, **touch** 18, **flat-footed** 14 (+4 deflection, +4 Dex)

hp 59 [73] (7d10+21 [+35])]

Fort +5 [+7], **Ref** +11, **Will** +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, shadow demon 50%)

Str —, **Dex** 18, **Con** 17 [21], **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12,

Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14;

Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

Special Abilities

Sprint (Ex) Once per minute, a shadow demon fly at 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming *invisible*. Artificial illumination or *light* spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell, the shadow demon is driven out of its host automatically.

NOTES: _____

Triceratops, Celestial (Summon Monster VI)

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

Init -1; **Senses** darkvision 60 ft., 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

DR 10/evil

Resist acid 15, cold 15, electricity 15

SR 13

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 [33] (33 [37] 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, smite evil

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.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +14 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

The triceratops is a stubborn and short-tempered herbivore.

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

NOTES: _____

Succubus (Summon Monster VI)

CE Medium outsider (chaotic, demon, evil, extraplanar) [(augmented)]

Init +3; **Senses** darkvision 60 ft., detect good; **Perception** +21,

AC 20, **touch** 13, **flat-footed** 17 (+3 Dex, +7 natural)

hp 84 [100] (8d10+40 [+56])]

Fort +7 [+9], **Ref** +9, **Will** +10

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 [+13] (1d6+1 [+3])]

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal*

jaunt (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater*

teleport (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

Str 13 [17], **Dex** 17, **Con** 20 [24], **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11 [+13]; **CMD** 22 [24]

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly

+14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense

Motive +13, Stealth +14; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

SQ change shape (*alter self*, Small or Medium humanoid)

Special Abilities

Energy Drain (Su) An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level and acts as a *suggestion* spell, asking the victim to accept another act of passion from the succubus (DC 22 Will negates). The DC is 22 for the Fortitude save to remove a negative level.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid by touching it for 1 full round. Target gains a +2 profane bonus to any ability score. One creature may have no more than one profane gift at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

NOTES: _____

Triceratops, Fiendish (Summon Monster VI)

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

Init -1; **Senses** darkvision 60 ft., 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

DR 10/good

Resist cold 15, fire 15

SR 13

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 [33] (33 [37] 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, smite good

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.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +14 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

The triceratops is a stubborn and short-tempered herbivore.

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

NOTES: _____

Dire Crocodile, Celestial (Summon Monster VII)(Caster's Alignment) Gargantuan animal [(*augmented*)]**Init** +4; **Senses** darkvision 60 ft., 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**DR** 10/evil**Resist** acid 15, cold 15, electricity 15**SR** 15**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, smite evil**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.**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +12 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**NOTES:** _____**Dire Shark, Celestial (Summon Monster VII)**(Caster's Alignment) Gargantuan animal (aquatic) [(*augmented*)]**Init** +6; **Senses** darkvision 60 ft., 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**DR** 10/evil**Resist** acid 15, cold 15, electricity 15**SR** 15**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]**SQ** smite evil**Smite Evil** (Su) Smite evil 1/day as a swift action (add +0 to attack, +15 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).**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: _____**Dire Crocodile, Fiendish (Summon Monster VII)**(Caster's Alignment) Gargantuan animal [(*augmented*)]**Init** +4; **Senses** darkvision 60 ft., 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**DR** 10/good**Resist** cold 15, fire 15**SR** 15**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, smite good**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.**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +12 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**NOTES:** _____**Dire Shark, Fiendish (Summon Monster VII)**(Caster's Alignment) Gargantuan animal (aquatic) [(*augmented*)]**Init** +6; **Senses** darkvision 60 ft., 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**DR** 10/good**Resist** cold 15, fire 15**SR** 15**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]**SQ** smite good**Smite Good** (Su) Smite good 1/day as a swift action (add +0 to attack, +15 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).**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 Monster VII)
 N 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 Monster VII)
 N 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; **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. 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 Monster VII)
 N 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 Monster VII)
 N 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: _____

Giant Squid, Celestial (Summon Monster VII)

(Caster's Alignment) Huge animal (aquatic) [(augmented)]
Init +7; **Senses** darkvision 60 ft., 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 15

Defensive Ability 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^B, Skill Focus (Perception)

Skills Perception +22, Swim +15 [+17]

SQ smite evil

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +12 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Mastodon, Celestial (Summon Monster VII)

(Caster's Alignment) Huge animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 15

Speed 40 ft.

Melee gore +21 [+23] (2d8+12 [+14]), slam +20 [+22] (2d6+12 [+14])

Special Attacks trample (2d8+18 [+20], DC 29)

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

SQ smite evil

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +14 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Giant Squid, Fiendish (Summon Monster VII)

(Caster's Alignment) Huge animal (aquatic) [(augmented)]
Init +7; **Senses** darkvision 60 ft., 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
DR 10/good
Resist cold 15, fire 15
SR 15

Defensive Ability 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^B, Skill Focus (Perception)

Skills Perception +22, Swim +15 [+17]

SQ smite good

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +12 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Mastodon, Fiendish (Summon Monster VII)

(Caster's Alignment) Huge animal [(augmented)]
Init +1; **Senses** darkvision 60 ft., 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
DR 10/good
Resist cold 15, fire 15
SR 15

Speed 40 ft.

Melee gore +21 [+23] (2d8+12 [+14]), slam +20 [+22] (2d6+12 [+14])

Special Attacks trample (2d8+18 [+20], DC 29)

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

SQ smite good

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +14 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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, Celestial (Summon Monster VII)

(Caster's Alignment) Gargantuan animal [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 15
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
SQ smite evil
Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +16 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Tyrannosaurus, Celestial (Summon Monster VII)

(Caster's Alignment) Gargantuan animal [(*augmented*)]
Init +5; **Senses** darkvision 60 ft., 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
DR 10/evil
Resist acid 15, cold 15, electricity 15
SR 15
Speed 40 ft.
Melee bite +20 [+22] (4d6+22 [+24]/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, smite evil
Special Abilities
Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Smite Evil (Su) Smite evil 1/day as a swift action (add +0 to attack, +18 to damage; against evil foes; smite persists until target is dead or the celestial creature rests).

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: _____

Roc, Fiendish (Summon Monster VII)

(Caster's Alignment) Gargantuan animal [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., 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
DR 10/good
Resist cold 15, fire 15
SR 15
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
SQ smite good
Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +16 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Tyrannosaurus, Fiendish (Summon Monster VII)

(Caster's Alignment) Gargantuan animal [(*augmented*)]
Init +5; **Senses** darkvision 60 ft., 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
DR 10/good
Resist cold 15, fire 15
SR 15
Speed 40 ft.
Melee bite +20 [+22] (4d6+22 [+24]/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, smite good
Special Abilities
Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Smite Good (Su) Smite good 1/day as a swift action (add +0 to attack, +18 to damage; against good foes; smite persists until target is dead or the fiendish creature rests).

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: _____

Vrock (Summon Monster VII)

CE Large outsider (chaotic, demon, evil, extraplanar) [(*augmented*)]
Init +6; **Senses** darkvision 60 ft.; **Perception** +23
AC 22, **touch** 11, **flat-footed** 20 (+2 Dex, +11 natural, -1 size)
hp 112 [130] (9d10+63 [+81])]
Fort +13 [+15], **Ref** +10, **Will** +6
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10;
SR 20
Speed 30 ft., fly 50 ft. (average)
Melee 2 claws +13 [+ 15] (2d6+5 [+7]), bite +13 [+15] (1d8+5 [+7]), 2 talons +13 [+15] (1d6+5 [+7])
Special Attacks dance of ruin, spores, stunning screech
Spell-Like Abilities (CL 12th)
At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 18)
1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

Str 21 [25], **Dex** 15, **Con** 25 [29], **Int** 14, **Wis** 16, **Cha** 16
Base Atk +9; **CMB** +15 [+ 17]; **CMD** 27 [29]
Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack
Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft.

Special Abilities
Dance of Ruin (Su) Full-round action—at the end of 3 rounds, a wave of energy deals 5d6 points of electricity damage to all within 100 feet (DC 17 Reflex half). For each additional vrock, the damage increases by 5d6 and the DC by +1, to a maximum of 20d6 when 4 or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing.

Spores (Ex) Once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage, plus 1d4 per round for 10 rounds as the spores grow into vines. The vines wither away in 1d4 days. The spores are destroyed by *bless* or with holy water. Can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour. All except demons within a 30-ft.-radius must succeed on a DC 20 Fort save or be stunned for 1 round.

NOTES: _____

Elemental, Air, Elder (Summon Monster VIII)
N 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: _____

Barbed Devil (Summon Monster VIII)
LE Medium outsider (devil, evil, extraplanar, lawful) [(*augmented*)]
Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +21
AC 26, **touch** 16, **flat-footed** 20 (+6 Dex, +10 natural)
hp 138 [162] (12d10+72 [+96])]
Fort +14 [+16], **Ref** +14, **Will** +8
Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison;
Resist acid 10, cold 10; **SR** 22
Speed 30 ft.
Melee 2 claws +18 [+20] (2d8+6 [+8]/19–20 plus fear and grab)
Special Attacks fear, impale 3d8+9 [+11]
Spell-Like Abilities (CL 12th)
At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)
1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

Str 23 [27], **Dex** 23, **Con** 22 [26], **Int** 12, **Wis** 15, **Cha** 18
Base Atk +12; **CMB** +18 [+20] (+22 [+24] grapple); **CMD** 34 [36]
Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack
Skills Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.
Special Abilities
Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect.

Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Most barbed devils stand upward of 7 feet tall and weigh 300 pounds.

NOTES: _____

Elemental, Earth, Elder (Summon Monster VIII)
N 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, Fire, Elder (Summon Monster VIII)

N 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; **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. 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:**Hezrou (Summon Monster VIII)**

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar) [(augmented)]
Init +4; **Senses** darkvision 60 ft.; **Perception** +23
Aura stench (DC 24, 10 rounds)
AC 25, **touch** 9, **flat-footed** 25 (+16 natural, -1 size)
hp 145 [165] (10d10+90 [+110])]
Fort +16 [+18], **Ref** +3, **Will** +9
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10;
SR 22
Speed 30 ft., swim 30 ft.
Melee bite +17 [+19] (4d4+8 [+10] plus grab), 2 claws +17 [+19] (1d8+8 [+10] plus grab)
Special Attacks nausea
Spell-Like Abilities (CL 13th)
At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)
3/day—*gaseous form*
1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)
Str 27 [31], **Dex** 11, **Con** 29 [33], **Int** 14, **Wis** 14, **Cha** 18
Base Atk +10; **CMB** +19 [+21] (+23 [+25] grapple); **CMD** 29 [31]
Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack
Skills Climb +21 [+23], Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +29 [+31]; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ amphibious
Special Abilities
Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 [26] Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first.

The presence of a hezrou has an obvious effect on the nearby flora and water, causing plant life to twist and knurl and infusing water with a foul odor and brackish taste—signs much easier to spot on the Material Plane than the Abyss.

NOTES:**Elemental, Water, Elder (Summon Monster VIII)**

N 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:**Astral Deva (Summon Monster IX)**

NG Medium outsider (angel, extraplanar, good) [(augmented)]
Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +26
Aura protective aura
AC 29, **touch** 14, **flat-footed** 25 (+4 Dex, +15 natural; +4 deflection vs. evil)
hp 172 [202] (15d10+90 [+120])]
Fort +16 [+18], **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil
Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; SR 25
Speed 50 ft., fly 100 ft. (good)
Melee +2 *disrupting warhammer* +26/+21/+16 [+28/+23/+18] (1d8+14 [+12]/x3 plus stun) or slam +23 [+25] (1d8+12 [+14])]
Spell-Like Abilities (CL 13th)
At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*
7/day—*cure light wounds*, *see invisibility*
1/day—*blade barrier* (DC 22), *heal*
Str 26 [30], **Dex** 19, **Con** 21 [25], **Int** 18, **Wis** 18, **Cha** 23
Base Atk +15; **CMB** +23 [+25]; **CMD** 37 [39]
Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)
Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Escape Artist +9, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +22, Perception +26, Sense Motive +26, Stealth +22
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (*alter self*)
Special Abilities
Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 [27] Fortitude save or be stunned for 1d6 rounds.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

A typical astral deva looks human except for its wings, though some look like other humanoid races. An astral deva is 7-1/2 feet tall and weighs 250 pounds.

NOTES:

Ghaele (Summon Monster IX)

CG Medium outsider (chaotic, chaotic, extraplanar, good, shapechanger)

[(*augmented*)]**Init** +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; **Perception** +20**Aura** holy aura**AC** 27, **touch** 15, **flat-footed** 26 (+4 deflection, +1 Dex, +12 natural)**hp** 136 [162] (13d10+65 [+91])**Fort** +17 [+19], **Ref** +11, **Will** +16**DR** 10/cold iron and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 25**Speed** 50 ft., fly 150 ft. (perfect)**Melee** +2 *holy greatsword* +22/+17/+12 [+24/+19/+14] (2d6+12 [+14])**Ranged** 2 light rays +14 (2d12)**Special Attacks** gaze**Spell-Like Abilities** (CL 13th)**Constant**—detect evil, holy aura (DC 21), see invisibility**At will**—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)**3/day**—*globe of invulnerability***1/day**—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force***Spells Prepared** (CL 13th)**7th**—*holy word* (DC 21)**6th**—*banishment* (DC 20), *heal* (DC 20)**5th**—*flame strike* (DC 19), *raise dead*, *true seeing***4th**—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration***3rd**—*cure serious wounds* (3), *searing light* (2)**2nd**—*aid* (2), *align weapon*, *bear's endurance*, *lesser restoration* (2)**1st**—*bles*, *command* (DC 15), *divine favor*, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*

(CONTINUED ON NEXT CARD)

NOTES: _____**Glabrezu (Summon Monster IX)**CE Huge outsider (chaotic, demon, evil, extraplanar) [(*augmented*)]**Init** +0; **Senses** darkvision 60 ft., true seeing; **Perception** +26**AC** 28, **touch** 8, **flat-footed** 28 (+20 natural, -2 size)**hp** 186 [210] (12d10+120 [+144])**Fort** +18 [+20], **Ref** +4, **Will** +11**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24**Speed** 40 ft.**Melee** 2 pincers +20 [+22] (2d8+10 [+12]/19-20), 2 claws +20

[+22] (1d6+10 [+12]), bite +20 [+22] (1d8+10 [+12])

Special Attacks rend (2 pincers, 2d8+15 [+17])**Spell-Like Abilities** (CL 14th)**Constant**—*true seeing***At will**—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight***1/day**—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)**1/month**—*wish* (granted to a mortal humanoid only)**Str** 31 [35], **Dex** 11, **Con** 31 [35], **Int** 16, **Wis** 16, **Cha** 20**Base Atk** +12; **CMB** +24 [+26]; **CMD** 34 [36]**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike**Skills** Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; Racial Modifiers +8 Bluff, +8 Perception**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

A glabrezu stands 18 feet tall and weighs just over 6,000 pounds. These treacherous demons form from the souls of the treasonous, the false, and the subversive—souls of mortals who, in life, bore false witness or used treachery and deceit to ruin the lives of others.

NOTES: _____**Ghaele (Summon Monster IX) - continued****Str** 25 [29], **Dex** 12, **Con** 20 [24], **Int** 16, **Wis** 19, **Cha** 17**Base Atk** +13; **CMB** +20 [+22]; **CMD** 31 [33]**Feats** Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes**Skills** Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17**Languages** Celestial, Draconic, Infernal; truespeech**SQ** light form**Special Abilities**

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.

Ghaeles are the most knightly of the azatas, hunting fiends, dragons, and undead with equal vigor. Most appear like idealized humans or elves and are quick to smile—and equally quick to strike against those they perceive as wicked.

NOTES: _____**Ice Devil (Summon Monster IX)**LE Large outsider (devil, evil, extraplanar, lawful) [(*augmented*)]**Init** +9; **Senses** darkvision 60 ft., see in darkness; **Perception** +27**Aura** fear (10 ft., DC 22)**AC** 32, **touch** 14, **flat-footed** 27 (+5 Dex, +18 natural, -1 size)**hp** 161 [189] (14d10+84 [+112]); **regeneration** 5 (good weapons, good spells)**Fort** +15 [+17], **Ref** +14, **Will** +12**DR** 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24**Speed** 40 ft., fly 60 ft. (good)**Melee** +1 *frost spear* +21/+16/+11 [+23/+18/+13] (2d6+10 [+12]/×3 plus 1d6 cold plus *slow*), bite +14 [+16] (2d6+6 [+8]), tail +14 [+16] (3d6+3 [+5] plus *slow*)**Spell-Like Abilities** (CL 13th)**Constant**—*fly***At will**—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)**1/day**—*summon* (level 4, 2 bone devils, 50%)**Str** 23 [27], **Dex** 21, **Con** 22 [26], **Int** 25, **Wis** 22, **Cha** 20**Base Atk** +14; **CMB** +21 [+23]; **CMD** 36 [38]**Feats** Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)**Skills** Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Special Abilities**

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 [25] Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Gelugons stand at 12 feet tall, and weigh approximately 700 pounds.

NOTES: _____

Nalfeshnee (Summon Monster IX)

CE Huge outsider (chaotic, demon, evil, extraplanar) [(*augmented*)]
Init +5; **Senses** darkvision 60 ft., true seeing; **Perception** +31
Aura unholy aura (DC 23)
AC 29, **touch** 13, **flat-footed** 28 (+4 deflection, +1 Dex, +16 natural, -2 size)
hp 203 [231] (14d10+126 [+154])
Fort +22 [+24], **Ref** +9, **Will** +21
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10;
SR 25
Speed 30 ft., fly 40 ft. (poor)
Melee bite +23 [+25] (3d8+11 [+13]/19-20), 2 claws +23 [+25] (2d6+11 [+13])
Special Attacks unholy nimbus
Spell-Like Abilities (CL 12th)
Constant—*true seeing, unholy aura* (DC 23)
At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic, slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)
1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)
Str 32 [36], **Dex** 13, **Con** 29 [33], **Int** 23, **Wis** 22, **Cha** 20
Base Atk +14; **CMB** +27 [+29]; **CMD** 42 [44]
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack
Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; Racial Modifier +8 on Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
Special Abilities
Unholy Nimbus (Su) Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

Nalfeshnees stand 20 feet tall and weigh 8,000 pounds. They form from the souls of greedy or avaricious evil mortals, particularly those who ruled over empires of slavery, theft, banditry, and more violent vices.

NOTES: _____

Trumpet Archon (Summon Monster IX) - Continued

Str 20 [24], **Dex** 17, **Con** 25 [29], **Int** 16, **Wis** 20, **Cha** 17
Base Atk +14; **CMB** +19 [+21]; **CMD** 32 [34]
Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack
Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20
Languages Celestial, Draconic, Infernal; truespeech
Special Abilities
Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 greatsword as a free action. Out of the archon's hands, it is a chunk of useless metal.

All trumpet archons carry a gleaming magical trumpet or horn with which they create wondrous music, sound calls to other archons, paralyze enemies, or defend the virtuous. They typically adorn their trumpet with the standard of their liege.

NOTES: _____

Trumpet Archon (Summon Monster IX)

LG Medium outsider (archon, extraplanar, good, lawful)
[(*augmented*)]
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +22
Aura aura of menace (DC 22), *magic circle against evil*
AC 27, **touch** 13, **flat-footed** 24 (+3 Dex, +14 natural; +2 deflection vs. evil)
hp 175 [203] (14d10+98 [+126])
Fort +16 [+18], **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil
DR 10/evil; **Immune** electricity, petrification; **SR** 25
Speed 40 ft., fly 90 ft. (good)
Melee +4 *greatsword* +23/+18/+13 [+25/+20/+15] (2d6+11 [+13])
Special Attacks trumpet
Spell-Like Abilities (CL 14th)
Constant—*magic circle against evil*
At will—*aid, continual flame, detect evil, greater teleport* (self plus 50 lbs. of objects only), *message*
Spells Prepared (CL 14th)
7th—*mass cure serious wounds* (2)
6th—*banishment* (DC 21), *heal* (2)
5th—*dispel evil* (DC 20), *mass cure light wounds, plane shift* (DC 20), *raise dead*
4th—*dismissal* (DC 19), *divine power, neutralize poison* (DC 19), *spell immunity*
3rd—*cure serious wounds, daylight, invisibility purge, magic vestment, protection from energy*
2nd—*bull's strength, consecrate, cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*
1st—*bless, cure light wounds* (3), *divine favor, sanctuary* (DC 16), *shield of faith*

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