

SUMMON MONSTER I: DIRE RAT CR 1/3

N Small celestial/fiendish animal
Init +3; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSES

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

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

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

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

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

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

Special Attacks disease, 1/day Smite evil/good (+0,+1)

STATISTICS

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

Base Atk +0; **CMB** -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.

SUMMON MONSTER I: EAGLE CR 1/2

N Small celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSES

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

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

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

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

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

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

bite +3 [+3] (1d4) [1d4+2]

Special Attacks 1/day Smite evil/good (+0,+1)

STATISTICS

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

SUMMON MONSTER I: POISONOUS FROG CR 1/2

N Tiny celestial/fiendish animal
Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSES

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

hp 4 [6] (1d8) [1d8+2]

Fort +2 [+4], **Ref** +3, **Will** -1

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks 1/day Smite evil/good (+0,+1)

STATISTICS

Str 2 [6], **Dex** 12, **Con** 11 [13], **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** -1 [+1]; **CMD** 7 [9] (11 [13] vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

SUMMON MONSTER I: DOLPHIN CR 1/2

N Medium celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., blindsight 120ft; Perception +9

DEFENSES

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

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

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

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

Speed swim 80 ft.

Melee slam +3 [+4] (1d4+1 [1d4+3])

Special Attacks 1/day Smite evil/good (+0,+2)

STATISTICS

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; **Racial Modifiers** +4

Perception

SUMMON MONSTER I: FIRE BEETLE CR 1/3

N Small celestial/fiendish vermin
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSES

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 [6] (1d8) [1d8+2]

Fort +2 [+4], **Ref** +0, **Will** +0

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

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

Special Attacks 1/day Smite evil/good (+0,+1)

STATISTICS

Str 10 [14], **Dex** 11, **Con** 11 [15], **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1 [+1]; **CMD** 9 [11] (17 [19] vs. trip)

Skills Fly +2

SQ luminescence

SPECIAL ABILITIES

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

SUMMON MONSTER I: PONY (HORSE) CR 1/2

N Medium celestial/fiendish animal
Init +1; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSES

AC 11, touch 11, flat-footed 10 (+1 Dex)

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

Fort +5 [+7], **Ref** +4, **Will** +0 **SR** 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

Speed 40 ft.

Melee 2 hooves -3 [-1] (1d3 [1d3+2])

Special Attacks 1/day Smite evil/good (+0,+2)

STATISTICS

Str 13 [17], **Dex** 13, **Con** 14 [18], **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2 [+4]; **CMD** 13 [15] (17 [19] vs. trip)

Feats Endurance, Run^B

Skills Perception +5

SQ docile

SPECIAL ABILITIES

Docile (Ex) This pony's hooves are treated as secondary attacks.

SUMMON MONSTER I: RIDING DOG CR 1/2

N Medium celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSES

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

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

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

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

Speed 40 ft.

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

Special Attacks 1/day Smite evil/good (+0,+2)

STATISTICS

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

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.

SUMMON MONSTER I: VIPER CR 1/2

N Tiny celestial/fiendish animal
Init +3; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSES

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

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

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

SR 5

Celestial - Resist cold 5, acid 5, electricity 5

Fiendish - Resist cold 5, fire 5

OFFENSE

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

Melee bite +5 (1d2-2 [1d2] plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks 1/day Smite evil/good (+0,+1)

STATISTICS

Str 4 [8], **Dex** 17, **Con** 8 [12], **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1 [+3]; **CMD** 8 [10] (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11;

Racial Modifiers +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

SUMMON MONSTER II: GIANT ANT WORKER CR 1

N Size celestial/fiendish vermin
Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSES

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

hp 18 [27] (2d8+9) [2d8+13]

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

Immune mind-affecting effects

SR 5

Celestial - Resist Acid, Cold, and Electricity 5

Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 50 ft., climb 20 ft.

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

Special Attack 1/day Smite evil/good (+0,+2)

STATISTICS

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

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Summon Monster II

SUMMON MONSTER II: GIANT CENTIPEDE	CR 1/2
N Medium celestial/fiendish vermin	
Init +2; Senses darkvision 60 ft.; Perception +4	
DEFENSES	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
hp 5 [7] (1d8+1) [1d8+3]	
Fort +3 [+5], Ref +2, Will +0, SR 5	
Immune mind-affecting effects	
Celestial - Resist Acid, Cold, and Electricity 5	
Fiendish - Resist Cold and Fire 5	
OFFENSE	
Speed 40 ft., climb 40 ft.	
Melee bite +2 [+4] (1d6-1 [1d6+1] plus poison)	
Special Attacks 1/day Smite evil/good (+0,+1)	
STATISTICS	
Str 9 [13], Dex 15, Con 12 [16], Int --, Wis 10, Cha 2	
Base Atk +0; CMB -1 [+1]; CMD 11 [13] (can't be tripped)	
Feats Weapon Finesse ^B	
Skills Climb +10 [+12], Perception +4, Stealth +10;	
Racial Modifiers +4 Perception, +8 Stealth	
SPECIAL ABILITIES	
Poison (Ex) Bite -- <i>injury</i> ; save Fort DC 13 [15]; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d3 Dex damage; <i>cure</i> 1 save. The save DC is Constitution-based and includes a +2 racial bonus.	

SUMMON MONSTER II: SMALL AIR ELEMENTAL	CR 1
N Small outsider (air, elemental, extraplanar)	
Init +7; Senses darkvision 60 ft.; Perception +4	
DEFENSES	
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)	
hp 13 [17] (2d10+2) [2d10+6]	
Fort +4 [+6], Ref +6, Will +0	
Defensive Abilities air mastery;	
Immune elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee slam +6 (1d4+1) [1d4+4]	
Special Attacks whirlwind (DC 12 [14], 10-20 ft.)	
STATISTICS	
Str 12 [16], Dex 17, Con 12 [16], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +2 [+4]; 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	
Languages Auran	
SPECIAL ABILITIES	
Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.	

SUMMON MONSTER II: SMALL EARTH ELEMENTAL	CR 1
N Small outsider (earth, elemental, extraplanar)	
Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4	
DEFENSES	
AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)	
hp 13 [17] (2d10+2) [2d10+6]	
Fort +4 [+6], Ref -1, Will +3	
Immune elemental traits	
OFFENSE	
Speed 20 ft., burrow 20 ft., earth glide	
Melee slam +6 [+8] (1d6+4) [1d6+7]	
Special Attacks earth mastery	
STATISTICS	
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	
Languages Terran	
SPECIAL ABILITIES	
Earth Glide (Ex) See Reverse	

SUMMON MONSTER II: SMALL FIRE ELEMENTAL	CR 1
N Small outsider (elemental, extraplanar, fire)	
Init +5; Senses darkvision 60 ft.; Perception +4	
DEFENSES	
AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)	
hp 11 [15] (2d10) [2d10+4]	
Fort +3 [+5], Ref +4, Will +0	
Immune elemental traits, fire	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 50 ft.	
Melee slam +4 (1d4 [1d4+3] plus burn)	
Special Attacks burn (1d4, DC 11)	
STATISTICS	
Str 10 [14], Dex 13, Con 10 [14], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1 [+3]; CMD 13 [15]	
Feats Dodge, Improved Initiative ^B , Weapon Finesse ^B	
Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4	
Languages Ignan	
SPECIAL ABILITIES	
Burn (Ex) See Reverse	

SUMMON MONSTER II: SMALL ICE ELEMENTAL	CR 1
N Small outsider (air, cold, elemental, extraplanar, water)	
Init -1; Senses darkvision 60 ft., snow vision; Perception +5	
DEFENSE	
AC 16, touch 10, flat-footed 16 (-1 Dex, +6 natural, +1 size)	
hp 13 [17] (2d10+2) [2d10+6]	
Fort +4 [+6], Ref +2, Will +0	
Immune cold, elemental traits	
Weaknesses vulnerable to fire	
OFFENSE	
Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.	
Melee slam +4 [+6] (1d4+1 [1d4+4] plus 1d3 cold)	
Special Attacks numbing cold (DC 12 [14])	
STATISTICS	
Str 12 [16], Dex 8, Con 13 [17], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +2 [+4]; CMD 11 [13] (can't be tripped)	
Feats Power Attack	
Skills Knowledge (planes) +2, Perception +5, Stealth +8, Swim +9 [+11]	
Language Aquan. SQ ice glide, icewalking	
SPECIAL ABILITIES	

SUMMON MONSTER II: SMALL LIGHTNING ELEMENTAL	CR 1
N Small outsider (air, elemental, extraplanar)	
Init +6; Senses darkvision 60 ft.; Perception +5	
DEFENSE	
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)	
hp 11 [15] (2d10) [2d10+4]	
Fort +3 [+5], Ref +5, Will +0	
Immune electricity, elemental traits	
OFFENSE	
Speed fly 100 ft. (perfect)	
Melee slam +5 [+5] (1d4 [1d4+3] plus 1d3 electricity)	
Special Attacks metal mastery, spark leap	
STATISTICS	
Str 10 [14], Dex 15, Con 10 [14], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1 [+3]; CMD 13 [15]	
Feats Improved Initiative, Weapon Finesse ^B	
Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5	
Language Auran	
SPECIAL ABILITIES	
Metal Mastery (Ex) See Reverse	
Spark Leap (Ex) See Reverse	

SUMMON MONSTER II: SMALL MAGMA ELEMENTAL	CR 1
N Small outsider (earth, elemental, extraplanar, fire)	
Init +3; Senses darkvision 60 ft.; Perception +5	
DEFENSE	
AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size)	
hp 11 [15] (2d10) [2d10+4]	
Fort +3 [+5], Ref +2, Will +0	
Immune fire, elemental traits	
Weaknesses vulnerable to cold	
OFFENSE	
Speed 20 ft., burrow 20 ft.; earth glide	
Melee slam +3 [+5] (1d3 [1d3+3] plus burn)	
Special Attacks burn (1d4, DC 9), lava puddle	
STATISTICS	
Str 10 [14], Dex 8, Con 11 [15], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +1 [+3]; CMD 10 [12]	
Feats Improved Initiative	
Skills Knowledge (dungeoneering) +2, Perception +5, Stealth +8	
Languages Ignan	
SQ earth glide	
SPECIAL ABILITIES	
See Reverse	

SUMMON MONSTER II: SMALL MUD ELEMENTAL	CR 1
N Small outsider (earth, elemental, extraplanar, water)	
Init -1; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +5	
DEFENSE	
AC 16, touch 10, flat-footed 16 (-1 Dex, +6 natural, +1 size)	
hp 13 [17] (2d10+2) [2d10+6]	
Fort +4 [+6], Ref +2, Will +0	
Immune acid, elemental traits	
OFFENSE	
Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide	
Melee slam +5 [+7] (1d6+3 [1d6+6] plus entrap)	
Special Attacks entrap (DC 12 [14], 10 minutes, hardness 5, hp 5)	
STATISTICS	
Str 14 [19], Dex 8, Con 13 [15], Int 4, Wis 11, Cha 11	
Base Atk +2; CMB +3 [+5]; CMD 12 [14]	
Feats Improved Bull Rush ^B , Power Attack	
Skills Climb +6, Escape Artist +3, Knowledge (planes) +1, Perception +5, Stealth +7, Swim +10 [+12]; Racial Modifiers +8 Swim	
Language Terran	
SPECIAL ABILITIES	

SUMMON MONSTER II: SMALL WATER ELEMENTAL	CR 1
N Small outsider (elemental, extraplanar, water)	
Init +0; Senses darkvision 60 ft.; Perception +4	
DEFENSES	
AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)	
hp 13 [17] (2d10+2) [2d10+6]	
Fort +4 [+6], Ref +3, Will +0	
Immune elemental traits	
OFFENSE	
Speed 20 ft., swim 90 ft.	
Melee slam +5 [+7] (1d6+3) [1d6+6]	
Special Attacks drench, vortex (DC 13 [15], 10-20 ft.), water mastery	
STATISTICS	
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	
Languages Aquan	
SPECIAL ABILITIES	
Drench (Ex) See Reverse	
Vortex (Su) See Reverse	
Water Mastery (Ex) See Reverse	

Summon Monster II

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Summon Monster II

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. 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.

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Burn (Ex) A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Ice Glide (Su) As Earth Glide, but works only with nonmagical ice and snow. A *control water* spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1 round. The save DC is listed in the elemental's stat block and is Constitution-based.

Snow Vision (Ex) An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Metal Mastery (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Summon Monster II

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Burn (Ex) As the Fire Elemental Ability, but DC is -2.

Earth Glide (Ex) As Earth Elemental's Earth Glide Ability, but can pass through lava without harm, and if passing through stone the area it passes through feels warm for 1 round afterward and often retains a strangely smooth texture, as if the stone had been polished

Lava Puddle (Su) Once per day as a full-round action, a magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires.

Earth Glide (Ex) As Earth Elemental's Earth Glide Ability, but the mud elemental can only pass through dirt, gravel, or other loose or porous solid matter.

Entrap (Ex) The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

Drench (Ex) The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

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.

SUMMON MONSTER II: GIANT FROG **CR 1**

N Medium celestial/fiendish animal
Init +1; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +3

DEFENSES

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 15 [19] (2d8+6) [2d8+10]
Fort +6 [+8], **Ref** +6, **Will** -1, **SR** 6
Celestial - Resist Acid, Cold, and Electricity 5
Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 30 ft., swim 30 ft.
Melee bite +3 [+5] (1d6+2 [1d6+4] plus grab)
 or tongue +3 [+5] touch (grab) (Do not gain grappled cond.)
Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)
Special Attacks pull (tongue, 5 feet), swallow whole (1d4
 bludgeoning damage, AC 10, 1 hp), tongue, 1/day Smite
 evil/good (+0,+2)

STATISTICS

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

SUMMON MONSTER II: HORSE **CR 1**

N Large celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +6

DEFENSES

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)
hp 15 [19] (2d8+6) [2d8+10]
Fort +6 [+8], **Ref** +5, **Will** +1
SR 6
Celestial - Resist Acid, Cold, and Electricity 5
Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 50 ft.
Melee 2 hooves -2 [+0] (1d4+1) [1d4+2]
Special Attack 1/day Smite evil/good (+0,+2)

STATISTICS

Str 16 [20], **Dex** 14, **Con** 17 [21], **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5 [+7]; **CMD** 17 [19] (21 [23] vs trip)
Feats Endurance, Run^B
Skills Perception +6
SQ docile

SPECIAL ABILITIES

Docile (Ex) This horse's hooves are treated as secondary
 attacks.

SUMMON MONSTER II: OCTOPUS **CR 1**

N Small celestial/fiendish animal (aquatic)
Init +3; **Senses** darkvision 60 ft., low-light vision;
 Perception +1

DEFENSES

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 nat., +1 size)
hp 13 [17] (2d8+4) [2d8+8]
Fort +5 [+7], **Ref** +6, **Will** +1
Defensive Abilities ink cloud, **SR** 6
Celestial - Resist acid, cold, and electricity 5
Fiendish - Resist cold and fire 5

OFFENSE

Speed 20ft., swim 30 ft., jet 200 ft.
Melee bite +5 (1d3+1 [1d3+3] plus poison), tentacles +3
 (grab)
Special Attack 1/day Smite evil/good (+0,+2)

STATISTICS

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]

SPECIAL ABILITIES

See Reverse

SUMMON MONSTER II: GIANT SPIDER **CR 1**

N Medium celestial/fiendish vermin
Init +3; **Senses** darkvision 60 ft., tremoresense 60ft;
 Perception +4

DEFENSES

AC 14, touch 13, flat-footed 11(+3 Dex, +1 natural)
hp 16 [22] (3d8+3) [3d8+9]
Fort +4 [+6], **Ref** +4, **Will** +1
Immune mind-affecting effects, **SR** 6
Celestial - Resist Acid, Cold, and Electricity 5
Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +2 [+4] (1d6 [1d6+2] plus poison)
Special Attack web (+5 ranged, DC 12 [14], hp 2), 1/day
 Smite evil/good (+0,+3)

STATISTICS

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, Perception +4 (+8 in webs), Stealth +7
 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth
 (+8 in webs), +16 Climb

SPECIAL ABILITIES

See Reverse

SUMMON MONSTER II: HYENA **CR 1**

N Medium celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +7

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 [17] (2d8+4) [2d8+8]
Fort +5 [+7], **Ref** +5, **Will** +1
SR 6
Celestial - Resist acid, cold, and electricity 5;
Fiendish - Resist cold and fire 5

OFFENSE

Speed 50 ft.
Melee bite +3 [+5] (1d6+3 [1d6+5] plus trip)
Special Attack 1/day Smite evil/good (+0,+2)

STATISTICS

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)

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.

SUMMON MONSTER II: SQUID **CR 1**

N Medium celestial/fiendish animal (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision;
 Perception +7

DEFENSES

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 13 [19] (3d8) [3d8+6]
Fort +3 [+5], **Ref** +7, **Will** +2
Defensive Ability ink cloud (5-ft. radius); **SR** 6
Celestial - Resist acid, cold, and electricity 5
Fiendish - Resist cold and fire 5

OFFENSE

Speed swim 60 ft., jet 240 ft.
Melee bite +4 [+6] (1d3+2 [1d3+4]), tentacles +2 [+4]
 (1d4+1 [1d4+3] plus grab)
Special Attack 1/day Smite evil/good (+0,+3)

STATISTICS

Str 15 [19], **Dex** 15, **Con** 11 [15], **Int** 2, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +4 [+6] (+8 [+10] grapple); **CMD** 16
 [18]
Feats Improved Initiative, Lightning Reflexes, Multiattack^B
Skills Perception +7, Swim +10 [+12]

SPECIAL ABILITIES

See Reverse

SUMMON MONSTER II: GOBLIN DOG **CR 1**

N Medium celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +1

DEFENSES

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 9 [11] (1d8+5) [1d8+7]
Fort +4 [+6], **Ref** +4, **Will** +1
Immune disease
SR 6
Celestial - Resist Acid, Cold, and Electricity 5
Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 50 ft.
Melee bite +2 [+4] (1d6+3 [1d6+5] plus allergic reaction)
Special Attacks 1/day Smite evil/good (+0,+1)

STATISTICS

Str 15 [19], **Dex** 14, **Con** 15 [19], **Int** 2, **Wis** 12, **Cha** 8
Base Atk +0; **CMB** +2 [+4]; **CMD** 14 [16]
Feats Toughness
Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) See Reverse

SUMMON MONSTER II: LEMURE **CR 1**

LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; **Senses** darkvision 60 ft., see in darkness;
 Perception +0

DEFENSES

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 13 [17] (2d10+2) [2d10+6]
Fort +4 [+6], **Ref** +3, **Will** +0
DR 5/good or silver;
Immune fire, mind-affecting effects, poison;
Resist acid 10, cold 10

OFFENSE

Speed 20 ft.
Melee 2 claws +2 [+4] (1d4) [1d4+2]

STATISTICS

Str 11 [15], **Dex** 10, **Con** 12 [16], **Int** --, **Wis** 11, **Cha** 5
Base Atk +2; **CMB** +2 [+4]; **CMD** 12 [14]

SUMMON MONSTER II: WOLF **CR 1**

N Medium celestial/fiendish animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
 Perception +8

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 [17] (2d8+4) [2d8+8]
Fort +5 [+7], **Ref** +5, **Will** +1
SR 6
Celestial - Resist Acid, Cold, and Electricity 5
Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 50 ft.
Melee bite +2 [+4] (1d6+1 [1d6+3] plus trip)
Special Attack 1/day Smite evil/good (+0,+2)

STATISTICS

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)

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.

Summon Monster II

Grab (Ex) If a creature with this special attack hits with the indicated 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 no larger than the same size category as the creature.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls an opponent closer. The distance pulled is set by this ability. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage, and continues to do so until dead or free. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. See Bestiary for full details.

Summon Monster II

Poison (Ex) Bite—injury; *save* Fort DC 14 [16]; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Con modifier. Attempts to burst a web by those caught in it take a –4 penalty.

Summon Monster II

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. The save DC is Constitution-based.

Summon Monster II

Summon Monster II

Summon Monster II

Summon Monster II

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.

Grab(Ex) See Squid Card

Summon Monster II

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.

Grab (Ex) If a creature with this special attack hits with the indicated attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. Unless otherwise noted, grab works only against opponents no larger than the creature.

Summon Monster II