



SUMMON CREATURE (cast as a level 2 spell)

School conjuration (summoning)
Casting Time 1 round
Range medium (100 ft. + 10 ft./level)
Effect one or more summoned creatures
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an elemental, magical beast native to another plane, or outsider, but also occasionally even extraplanar constructs). The summoned creature 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 to not attack, to attack particular enemies, or to perform other actions.

When you gain this spell as a spell known, select four creatures from the appropriate list in Table 8: Summon Creature for each level at which you can cast this spell. For example, for the 1st-level *summon creature* spell, you could choose Tiny air, earth, fire, and water elementals. Note that a particular alignment or class is sometimes required to choose certain creatures, as listed in Table 8. In place of a single selection, you can choose a creature from a lower-level summoning list; doing so allows you the option of summoning multiple such creatures at a time. Each time you gain a character level, you can change these selections.

You can gain *summon creature* a second time at the highest spell level you know, selecting four additional appropriate creatures at each level you can cast this spell. You choose which of the selected creatures you summon each time you cast the spell.

2nd: When you cast *summon creature* as a 2nd-level spell, you summon **one** creature from your selection of creatures from the 2nd-level summoning list. If the chosen creature is from a lower-level summoning list, you summon **three** [3] such creatures instead.

Aeon CR 1 XP 400

N Small outsider (aeon, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities cold, crits, poison; resist electricity 1, fire 1
OFFENSE
Speed 20 ft., Fly 30' Perfect
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Culture +5, Engineering +5, Life Science +5, Mysticism+5, Physical Science +5
Languages: Telepathy 100'

Archon CR 1 XP 400
LG Small outsider (archon, extraplanar, good, lawful)
Init +2; **Senses** low-light,darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities electricity, petrification; +4 saves vs. poison
OFFENSE
Speed 20 ft., fly 30' perfect
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
Ranged light ray (60') +6 (1d4+1 F); +2/+2 (1d4+1 F)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Diplomacy +5, Intimidate +5
Languages: Common, Celestial

Elemental, Air CR 1 XP 400
N Small outsider (elemental, extraplanar, air)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Fly 100 Perfect
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5
Languages: Auran
Other abilities:
Air Mastery (Ex): Airborne creatures take a -1 penalty to attack and damage rolls against an air elemental.
Whirlwind (Ex): **Fort,Ref DC 8;** The creature can transform into a whirlwind. Unless otherwise specified, the creature can remain in whirlwind form for a number of rounds equal to half its CR. It retains its fly speed in its whirlwind form. A creature in whirlwind form can move freely into and through other creatures' spaces, and it does not provoke attacks of opportunity as a result of its movement. ***Whirlwind** continues (see below).
Offensive Abilities whirlwind (1d6+5 B, DC 8, 1/day).
Feats: Flyby Attack

Elemental, Fire CR 1 XP 400
N Small outsider (elemental, extraplanar, fire)
Init +5; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking), fire
Vulnerability Cold
OFFENSE
Speed 50 ft.
Melee slam +9 (1d6+5 [1/2Fi/1/2B]); double slam +5/+5 (1d6+5 [1/2Fi/1/2B])
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5
Languages: Ignan
Other abilities: Burning Strikes
Feats: Mobility
Burning Strikes (Ex): A fire elemental's slams deal half fire damage and half bludgeoning damage. In addition, on a critical hit, the fire elemental's strikes deal an additional 1d4 of burn damage.

Agathion CR 1 XP 400
NG Small outsider (agathion, extraplanar, good)
Init +2; **Senses** low-light,darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities electricity, petrification; +4 saves vs. poison; resist cold 1, sonic 1
OFFENSE
Speed 30 ft., climb 30', swim 30'
Melee claw +9 (1d6+5 S); double claw +5/+5 (1d6+5 S)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Survival +5
Languages: Common, speak with animals (CRB 89)

Azata CR 1 XP 400
CG Small outsider (azata, chaotic, extraplanar, good)
Init +2; **Senses** low-light,darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities electricity, petrification; resist cold 1, fire 1
OFFENSE
Speed 30 ft.
Melee slam +6 (1d6+5 B); double slam +2/+2 (1d6+5 B)
Ranged celestial bow (120') +9 (1d6+1 P); double celestial bow +5/+5 (1d6+1 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Culture +5
Languages: Common, Celestial

Elemental, Earth CR 1 XP 400
N Small outsider (elemental, extraplanar, earth)
Init +2; **Senses** darkvision 60', blindsense (vibration) 60'; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Burrow 20 ft.
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5
Languages: Terran
Other abilities: *Earth Mastery (Ex):* An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.
Earth Glide (Ex): When the creature burrows, it can pass through dirt, stone, 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.

Elemental, Water CR 1 XP 400
N Small outsider (elemental, extraplanar, water)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Swim 90 ft.
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5
Languages: Aquan
Other abilities:
Drench (Ex): A water elemental's touch douses Large or smaller nonmagical flames. It can dispel magical fire it touches as per *dispel magic* (CL 1). *Water Mastery (Ex):* Waterborne creatures take a -1 penalty to attack and damage rolls against a water elemental. *Vortex (Ex):* **Fort,Ref DC 8;** The vortex ability works identically to the whirlwind ability (see below), except the creature gains a swim speed instead of a fly speed, it can form only in a liquid (such as in water), it cannot leave a liquid medium, and it always blocks all vision within it and line of sight past it. In addition, carried creatures must have a swim speed in order to attempt a Reflex save to escape.

Angel CR 1 XP 400
NG Small outsider (angel, extraplanar, good)
Init +2; **Senses** low-light, darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities petrification; +4 saves vs. poison; resist acid 1, cold 1, electricity 1, fire 1
OFFENSE
Speed 30 ft., fly 30' perfect
Melee sword of light +9 (1d6+5 S); double sword of light +5/+5 (1d6+5 S)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Diplomacy +5, Mysticism +5
Languages: Common, Celestial

Daemon CR 1 XP 400
NE Small outsider (daemon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; **Perception** +5
DEFENSE HP 20
EAC 12; **KAC** 13
Fort +5; **Ref** +3; **Will** +1
Immunities acid, death effects, disease, poison; resist cold 1, electricity 1, fire 1
OFFENSE
Speed 30 ft.
Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B)
Ranged spike (30') +6 (1d6+1 P)
STATISTICS
Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +5, Athletics +5, Intimidate +5, Mysticism +5
Languages: Abyssal, Common, infernal

Demon 400 CE Small outsider (chaotic, demon, evil, extraplanar) Init +2; Senses darkvision 60 ft.; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities electricity, poison; resist acid 1, cold 1, fire 1 OFFENSE Speed 30 ft., Fly 30' Melee bite +9 (1d6+5 P); double bite +5/+5 (1d6+5 P) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Intimidate +5 Languages: Abyssal, Common	CR 1 XP	Devil CR 1 XP 400 LE Small outsider (devil, evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft.***; Perception +5*** DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities fire, poison; resist acid 1, cold 1 OFFENSE Speed 30 ft. Melee claw +9 (1d6+5 S); double claw +5/+5 (1d6+5 S) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Bluff +5, Mysticism +5 Languages: Common, Infernal Other abilities: ***See in darkness (natural or magical)	CR 1 XP 400	First World Beast CR 1 XP 400 N Small magical beast (extraplanar) Init +2; Senses low-light, darkvision 60 ft.; blindsense 30'; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 OFFENSE Speed 30 ft., climb 30' Melee bite* +9 (1d6+5 P); double bite* +5/+5 (1d6+5 P) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Perception +5, Stealth +5, Survival +5 Languages: Common, Gnome Other abilities: <i>*Grab</i> [Ex] If the first world beast hits with its bite, it deals the normal damage. If the beast's attack roll successfully hits the target's KAC + 4, the beast also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The beast does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The beast can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.
Inevitable 400 LN Small outsider (extraplanar, inevitable, lawful) Init +2; Senses darkvision 60 ft.; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities constructed (as android, +2 bonus to saves vs. disease, mind-affecting effects, poison, and sleep, unless those affects specifically target constructs); regeneration 1, suppressed by chaotic attacks OFFENSE Speed 20 ft. Melee slam +9 (1d6+5 B); double slam +5/+5 (1d6+5 B) Ranged arc gun (50') +2 (1d4 E); double arc gun -2/-2 (1d4 E) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Engineering +5, Perception +5 Languages: Common	CR 1 XP	Protean CR 1 XP 400 CN Small outsider (chaotic, extraplanar, protean) Init +2; Senses blindsense (hearing) 30'; darkvision 60 ft.; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities acid, entangling, grappling, paralysis, pinning OFFENSE Speed 20 ft., Fly 60' Melee bite* +9 (1d6+5 B); double bite* +5/+5 (1d6+5 B) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Bluff +5 Languages: Common Other abilities: <i>*Grab</i> [Ex] - If the protean hits with its bite it deals the normal damage. If the protean's attack roll successfully hits the target's KAC + 4, the protean also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The protean does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The protean can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.	CR 1 XP 400	Robot CR 1 XP 400 N Small construct (, extraplanar) Init +2; Senses low-light, darkvision 60 ft.; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities <i>Construct immunities</i> [Ex] bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage, any effect that requires a Fortitude save (unless the effect works on objects or is harmless); <i>Unliving</i> [Ex] The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as <i>make whole</i> can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 154) still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. OFFENSE Speed 30 ft. Melee slam +6 (1d6+5 B); double slam +2/+2 (1d6+5 B) Ranged sonic gun (40') +9 (1d4+1 So); double sonic gun +5/+5 (1d4+1 So) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Computers +5 Languages: Common
Shadow creature CR 1 XP 400 N Small magical beast (extraplanar) Init +2; Senses darkvision 60 ft.; Perception +5 DEFENSE HP 20 EAC 12; KAC 13 Fort +5; Ref +3; Will +1 Immunities cold, electricity, poison; resist acid 1, fire 1; SR 5 OFFENSE Speed 30 ft. Melee touch +9 (1d6+5 Cold); double touch +5/+5 (1d6+5 Cold) STATISTICS Str +4; Dex +2; Con +1; Int -3; Wis +0; Cha +0 Skills Acrobatics +5, Athletics +5, Perception +5, Stealth +5 (Summoned shadow creatures can always attempt Stealth checks to hide, even if observed or lacking cover, as long as they are not in areas of bright light. After the shadow creature attacks, it can't attempt to hide again until its next turn.) Languages: Aklo, Common	CR 1 XP 400	Observer-class Security Robot CR 1 XP 400 N Small construct (technological) Init +4; Senses darkvision 60 ft., low-light vision; Perception +5 DEFENSE HP 17 EAC 14; KAC 15 Fort +1; Ref +1; Will -1 Defensive Abilities exigency, integrated weapons; Immunities construct immunities Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE Speed 30 ft., fly 30 ft. (Ex, average) Melee slam +6 (1d6+3 B) Ranged integrated pulsecaster pistol +9 (1d4+1 E nonlethal), or stickybomb grenade I +9 (explode [10 ft., entangled 2d4 rounds, DC 10]) STATISTICS Str +2; Dex +4; Con —; Int +1; Wis +0; Cha +0 Skills Acrobatics +10, Athletics +5, Computers +5 Languages: Common Other Abilities unliving SPECIAL ABILITIES Exigency (Ex) An observer-class security robot can expend a large store of energy to attempt to avoid an attack. Once per day, it can reroll a failed Reflex saving throw with a +10 circumstance bonus. Integrated Weapons (Ex) A security robot's weapons are integrated into its frame and can't be disarmed.	CR 1 XP 400	*Whirlwind (Ex): The base of a creature in whirlwind form occupies a 5-foot square, and the whirlwind is twice as wide at its top as its base and has a height equal to four times the width of its base; this doesn't change the size category of the creature. If a creature is Large or larger, it can vary the size of its whirlwind form up to a maximum of a base equal to its normal space as a swift or move action. A creature in whirlwind form does not threaten any spaces around it, and it cannot make its normal attacks. If a creature in whirlwind form enters the space of another creature, that creature must succeed at a Fortitude save with the listed DC or take the whirlwind's listed damage. If the whirlwind covers all of the creature's space, the creature must also succeed at a Reflex save or be picked up by the whirlwind and carried along with it. A carried creature is flatfooted, grappled, and off-target, and it automatically takes the whirlwind's damage at the beginning of its turn. If the carried creature can fly, it can attempt a Reflex save as a move action, escaping on a successful save. If a carried creature does not escape, it can attempt a Fortitude save; if it succeeds, it can take any remaining actions it has on its turn (other than movement). On a failed save, the carried creature is unable to act until its next turn or until the whirlwind releases it. A creature in whirlwind form can carry up to two creatures of its size, with the total number it can carry doubling for every size category the affected creatures are smaller than the whirlwind. The creature in whirlwind form can eject a carried creature at any time during its turn, dropping the carried creature in a space of its choice adjacent to its position at the time of ejection. At the GM's discretion, if the whirlwind is in contact with dirt, gases, water, or other material that can be easily drawn into it, the whirlwind blocks all vision within it (including darkvision) and blocks line of sight through it.