



SUMMON CREATURE (cast as a level 1 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.

Aeon CR 1/3 XP 135

N Tiny outsider (aeon, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities cold, crits, poison; resist electricity 1, fire 1
OFFENSE
Speed 20 ft., Fly 30' Perfect
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Culture +3, Engineering +3, Life Science +3, Mysticism+3, Physical Science +3
Languages: Telepathy 100'

Archon CR 1/3 XP 135

LG Tiny outsider (archon, extraplanar, good, lawful)
Init +1; **Senses** low-light,darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities electricity, petrification; +4 saves vs. poison
OFFENSE
Speed 20 ft., fly 30' perfect
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
Ranged light ray (60') +2 (1d4 F); -2/-2 (1d4 F)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Diplomacy +3, Intimidate +3
Languages: Common, Celestial

Elemental, Air CR 1/3

XP 135
N Tiny outsider (elemental, extraplanar, air)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Fly 100 Perfect
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3
Languages: Auran
Other abilities:
Air Mastery (Ex): Airborne creatures take a -1 penalty to attack and damage rolls against an air elemental.
Feats: Flyby Attack

Elemental, Fire CR 1/3 XP 135

N Tiny outsider (elemental, extraplanar, fire)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking), fire
Vulnerability Cold
OFFENSE
Speed 50 ft.
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3
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 1/3 XP 135

NG Tiny outsider (agathion, extraplanar, good)
Init +1; **Senses** low-light,darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities electricity, petrification; +4 saves vs. poison; resist cold 1, sonic 1
OFFENSE
Speed 30 ft., climb 30', swim 30'
Melee claw +5 (1d6+3 S); double claw +1/+1 (1d6+3 S)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Survival +3
Languages: Common, speak with animals (CRB 89)

Azata CR 1/3 XP 135

CG Tiny outsider (azata, chaotic, extraplanar, good)
Init +1; **Senses** low-light,darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities electricity, petrification; resist cold 1, fire 1
OFFENSE
Speed 30 ft.
Melee slam +2 (1d6+3 B); double slam -2/-2 (1d6+3 B)
Ranged celestial bow (120') +5 (1d4 P); +1/+1 (1d4 P)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Culture +3
Languages: Common, Celestial

Elemental, Earth CR 1/3 XP 135

N Tiny outsider (elemental, extraplanar, earth)
Init +1; **Senses** darkvision 60', blindsense (vibration) 60'; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Burrow 20 ft.
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3
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 1/3 XP 135

N Tiny outsider (elemental, extraplanar, water)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities elemental immunities (bleed, critical hits, paralysis, poison, sleep effects, stunning, flanking)
OFFENSE
Speed 20 ft., Swim 90 ft.
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3
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.

Angel CR 1/3 XP 135

NG Tiny outsider (angel, extraplanar, good)
Init +1; **Senses** low-light, darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
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 +5 (1d6+3 S); double sword of light +1/+1 (1d6+3 S)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Diplomacy +3, Mysticism +3
Languages: Common, Celestial

Daemon CR 1/3 XP 135

NE Tiny outsider (daemon, evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities acid, death effects, disease, poison; resist cold 1, electricity 1, fire 1
OFFENSE
Speed 30 ft.
Melee slam +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
Ranged spike (30') +2 (1d4 P)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Intimidate +3, Mysticism +3
Languages: Abyssal, Common, infernal

Demon CR 1/3 XP 135
CE Tiny outsider (chaotic, demon, evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities electricity, poison; resist acid 1, cold 1, fire 1
OFFENSE
Speed 30 ft., Fly 30'
Melee bite +5 (1d6+3 P); double bite +1/+1 (1d6+3 P)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Bluff +3, Intimidate +3
Languages: Abyssal, Common

Inevitable CR 1/3 XP 135
LN Tiny outsider (extraplanar, inevitable, lawful)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
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 +5 (1d6+3 B); double slam +1/+1 (1d6+3 B)
Ranged arc gun (50') +2 (1d4 E); double arc gun -2/-2 (1d4 E)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Engineering +3, Perception +3
Languages: Common

Shadow creature CR 1/3 XP 135
N Tiny magical beast (extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities cold, electricity, poison; resist acid 1, fire 1; SR 5
OFFENSE
Speed 30 ft.
Melee touch +5 (1d6+3 Cold); double touch +1/+1 (1d6+3 Cold)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Perception +3, Stealth +3 (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

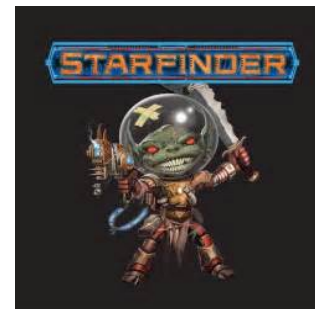
Devil CR 1/3 XP 135
LE Tiny outsider (devil, evil, extraplanar, lawful)
Init +1; **Senses** darkvision 60 ft.***; **Perception** +3***
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities fire, poison; resist acid 1, cold 1
OFFENSE
Speed 30 ft.
Melee claw +5 (1d6+3 S); double claw +1/+1 (1d6+3 S)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Bluff +3, Mysticism +3
Languages: Common, Infernal
Other abilities: ***See in darkness (natural or magical)

Protean CR 1/3 XP 135
CN Tiny outsider (chaotic, extraplanar, protean)
Init +1; **Senses** blindsense (hearing) 30', darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities acid, entangling, grappling, paralysis, pinning
OFFENSE
Speed 20 ft., Fly 60'
Melee bite* +5 (1d6+3 B); double bite* +1/+1 (1d6+3 B)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Bluff +3
Languages: Common
Other abilities:
**Grab* [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.

Skittermander Whelp CR 1/3 XP 135
NG Diminutive humanoid (extraplanar, skittermander)
Init +3; **Senses** low-light vision; **Perception** +7
DEFENSE HP 6
EAC 10; **KAC** 11
Fort +0; **Ref** +4; **Will** +0
DR 1/evil
OFFENSE
Speed 30 ft., climb 20 ft.
Melee bite +2 (1d4-2 P plus attach)
Space 1 ft.; **Reach** 0 ft. (5 ft. with bite)
STATISTICS
Str -2; **Dex** +3; **Con** +0; **Int** -2; **Wis** +1; **Cha** +0
Skills Acrobatics +7, Athletics +3 (+11 when climbing), Stealth +7
SPECIAL ABILITIES
Attach (Ex) A skittermander whelp that hits with a bite attack automatically initiates a special combat maneuver against its target (this does not take an action) with a +4 racial bonus. If successful, the skittermander whelp moves into the target's space without provoking an attack of opportunity and attaches to the target. The whelp gains partial cover, (though not against attacks made by the target) as well as a +2 circumstance bonus to melee attacks and damage rolls, but it can attack only the creature to which it is attached. The target (or an ally adjacent to the target) can remove an attached skittermander whelp with a successful DC 10 Strength check as a move action.
Languages: None

First World Beast CR 1/3 XP 135
N Tiny magical beast (extraplanar)
Init +1; **Senses** low-light, darkvision 60 ft.; blindsense 30'; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
OFFENSE
Speed 30 ft., climb 30'
Melee bite* +5 (1d6+3 P); double bite* +1/+1 (1d6+3 P)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Perception +3, Stealth +3, Survival +3
Languages: Common, Gnome
Other abilities:
**Grab* [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.

Robot CR 1/3 XP 135
N Tiny construct (, extraplanar)
Init +1; **Senses** low-light, darkvision 60 ft.; **Perception** +3
DEFENSE HP 6
EAC 11; **KAC** 12
Fort +3; **Ref** +1; **Will** +0
Immunities Construct *immunities* [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.
Unliving [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 *make whole* 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 +2 (1d6+3 B); double slam -2/-2 (1d6+3 B)
Ranged sonic gun (40') +5 (1d4 So); double sonic gun +1/+1 (1d4 So)
STATISTICS
Str +3; **Dex** +1; **Con** +0; **Int** -3; **Wis** +0; **Cha** +0
Skills Acrobatics +3, Athletics +3, Computers +3
Languages: Common



All data herein is property of Paizo Publishing; reproduced here only for ease of use for players.