

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

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

**Casting Time** 1 round

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

**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).**

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 Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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 Table 10–1 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.

<b>Dire rat*</b>	—	Init +3; Senses low-light vision, scent; Perception +4 Speed 40 ft., climb 20 ft., swim 20 ft. Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4 Skills Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers uses Dex to modify Climb and Swim Disease (Ex) Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.	AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) Melee bite +1 (1d4 plus disease) Base Atk +0; CMB –1; CMD 12 (16 vs. trip)
<b>Dog*</b>	—	Init +1; Senses low-light vision, scent; Perception +8 Speed 40 ft. Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent	AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) Melee bite +2 (1d4+1) Base Atk +0; CMB +0; CMD 11 (15 vs. trip)
<b>Dolphin*</b>	—	Init +2; Senses blindsight 120 ft., low-light vision; Perception +9 Speed swim 80 ft. Str 12, Dex 15, Con 13, Int 2, Wis 13, Cha 6 Skills Perception +9, Swim +13; Racial Modifiers +4 Perception	AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) Melee slam +3 (1d4+1) Base Atk +1; CMB +2; CMD 14 Feats Weapon Finesse
		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.	
<b>Eagle*</b>	—	Init +2; Senses low-light vision; Perception +10 Speed 10 ft., fly 80 ft. (average) Str 10, Dex 15, Con 12, Int 2, Wis 15, Cha 7 Skills Fly +8, Perception +10; Racial Modifiers +8 Perception	AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) Melee 2 talons +3 (1d4), bite +3 (1d4) Base Atk +0; CMB –1; CMD 11 Feats Weapon Finesse
<b>Fire beetle*</b>	—	Init +0; Senses low-light vision; Perception +0 Speed 30 ft., fly 30 ft. (poor) Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7 Skills Fly –2 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.	AC 12, touch 11, flat-footed 12 (+1 natural, +1 size) Melee bite +1 (1d4) Base Atk +0; CMB –1; CMD 9 (17 vs. trip)
<b>Poisonous frog*</b>	—	Init +1; Senses low-light vision; Perception +3 Speed 10 ft., swim 20 ft. Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 10 Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim Poison (Ex) Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save Offense	AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size) Melee bite +3 (1 plus poison) Base Atk +0; CMB –1; CMD 5 (9 vs. trip)
<b>Pony (horse)*</b>	—	Init +1; Senses low-light vision, scent; Perception +5 Speed 40 ft. Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4 Skills Perception +5 Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill, a horse's hooves are treated as secondary attacks).	AC 11, touch 11, flat-footed 10 (+1 Dex) Melee 2 hooves –3 (1d3) Base Atk +1; CMB +2; CMD 13 (17 vs. trip) Feats Endurance, RunB
<b>Viper (snake)*</b>	—	Init +3; Senses low-light vision, scent; Perception +9 Speed 20 ft., climb 20 ft., swim 20 ft. Str 4, Dex 17, Con 8, Int 1, Wis 13, Cha 2 Skills Climb +11, Perception +9, Stealth +15, Swim +11; Racial Modifiers +4 Perception, +4 Stealth Poison (Ex) Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.	AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size) Melee bite +5 (1d2–2 plus poison) Base Atk +0; CMB +1; CMD 8 (can't be tripped)