

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

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.

Ant, giant (worker)* —	Init +0; Senses darkvision 60 ft., scent; Perception +5 Speed 50 ft., climb 20 ft. hp 18 (2d8+9) Str 14, Dex 10, Con 17, Int —, Wis 13, Cha 11 Fort +6, Ref +0, Will +1 Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival Immune mind-affecting effects Poison (Ex) Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save	AC 15, touch 10, flat-footed 15; (+5 natural) Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison) Base Atk +1; CMB +3 (+7 grapple); CMD 13 (21 vs. trip)
Elemental (Small) Elemental	Init +7; Senses darkvision 60 ft.; Perception +4	AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
Air	Speed fly 100 ft. (perfect)	Melee slam +6 (1d4+1) Special Attacks whirlwind (DC 12)
hp 13 (2d10+2) Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11 Fort +4, Ref +6, Will +0 Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11 Defensive Abilities air mastery; Feats Flyby Attack, Improved Initiative, Weapon Finesse Immune elemental traits	Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.	Base Atk +2; CMB +2; CMD 15
Earth	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 (2d10+2) Speed 20 ft., burrow 20 ft., earth glide Fort +4, Ref –1, Will +3 Str 16, Dex 8, Con 13, Int 4, Wis 11, Cha 11 Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7 Immune elemental traits Feats Improved Bull Rush, Power Attack	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. (These modifiers are not included in the statistics block.)	Melee slam +6 (1d6+4) Special Attacks earth mastery Base Atk +2; CMB +4; CMD 13
Fire	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 (2d10) Speed 50 ft. Fort +3, Ref +4, Will +0 Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11 Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4 Immune elemental traits, fire Weaknesses vulnerability to cold Feats Dodge, Improved InitiativeB, Weapon FinesseB		Melee slam +4 (1d4 plus burn) Special Attacks burn (1d4, DC 11) Base Atk +2; CMB +1; CMD 13
Water	Init +0; Senses darkvision 60 ft.; Perception +4	AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)
hp 13 (2d10+2) Defense Fort +4, Ref +3, Will +0 Speed 20 ft., swim 90 ft. Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11 Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14 Immune elemental traits	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 (caster level equals elemental's HD). 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.	Melee slam +5 (1d6+3) Special Attacks drench, vortex (DC 13), Base Atk +2; CMB +3; CMD 13 water mastery Feats Power Attack
Giant centipede* —	Init +2; Senses darkvision 60 ft.; Perception +4	AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 5 (1d8+1) Speed 40 ft., climb 40 ft. Fort +3, Ref +2, Will +0 Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2 Skills Climb +10, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +8 Stealth Immune mind-affecting effects Feats Weapon Finesse 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.		Melee bite +2 (1d6–1 plus poison) Base Atk +0; CMB –1; CMD 11 (can't be tripped)
Giant frog* —	Init +1; Senses low-light vision, scent; Perception +3	AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 15 (2d8+6) Speed 30 ft., swim 30 ft. Fort +6, Ref +6, Will –1 Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6 Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth Immune mind-affecting effects Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). 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.		Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab) Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip)
Giant spider* —	Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4	AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 16 (3d8+3) Speed 30 ft., climb 30 ft. Fort +4, Ref +4, Will +1 Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2 Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb Immune mind-affecting effects Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.		Melee bite +2 (1d6 plus poison) Base Atk +2; CMB +2; CMD 15 (27 vs. trip)

Goblin dog*	—	Init +2; Senses low-light vision, scent; Perception +1 Speed 50 ft.	AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) Melee bite +2 (1d6+3 plus allergic reaction)
hp 9 (1d8+5)		Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 8	Base Atk +0; CMB +2; CMD 14
Fort +4, Ref +4, Will +1		Skills Stealth +6	Feats Toughness
Immune disease			
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 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.			
Horse*	—	Init +2; Senses low-light vision, scent; Perception +6 Speed 50 ft.	AC 11, touch 11, flat-footed 9 (+2 Dex, –1 size) Melee 2 hooves –2 (1d4+1)
hp 15 (2d8+6)		Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7	Base Atk +1; CMB +5; CMD 17 (21 vs. trip)
Fort +6, Ref +5, Will +1		Skills Perception +6	Feats Endurance, RunB
Space 10 ft.; Reach 5 ft.			
Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill, a horse's hooves are treated as secondary attacks).			
Hyena*	—	Init +2; Senses low-light vision, scent; Perception +7 Speed 50 ft.	AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) Melee bite +3 (1d6+3 plus trip)
hp 13 (2d8+4)		Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6	Base Atk +1; CMB +3; CMD 15 (19 vs. trip)
Fort +5, Ref +5, Will +1		Skills Perception +8, Stealth +6 (+10 in tall grass); Racial Modifiers +4 Stealth in tall grass	
Lemure (devil)	Evil, Lawful	Init +0; Senses darkvision 60 ft., see in darkness; Perception +0 Speed 20 ft.	AC 14, touch 10, flat-footed 14 (+4 natural) Melee 2 claws +2 (1d4)
hp 13 (2d10+2)		Str 11, Dex 10, Con 12, Int —, Wis 11, Cha 5	Base Atk +2; CMB +2; CMD 12
Fort +4, Ref +3, Will +0			
DR 5/good or silver; Immune fire, mind-affecting effects, poison; Resist acid 10, cold 10			
Octopus*	—	Init +3; Senses low-light vision; Perception +1 Speed 20 ft., swim 30 ft., jet 200 ft.	AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)
hp 13 (2d8+4)		Str 12, Dex 17, Con 14, Int 2, Wis 13, Cha 3	Base Atk +1; CMB +1 (+5 grapple); CMD 14 (can't be tripped)
Fort +5, Ref +6, Will +1		Skills Escape Artist +13, Stealth +20, Swim +9; Racial Modifiers +8 Stealth, +10 Escape Artist	Feats Multiattack, Weapon Finesse
Defensive Abilities ink cloud			
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			
Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.			
Squid*	—	Init +6; Senses low-light vision; Perception +7 Speed swim 60 ft., jet 240 ft.	AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)
hp 13 (3d8)		Str 15, Dex 15, Con 11, Int 2, Wis 12, Cha 2	Base Atk +2; CMB +4 (+8 grapple); CMD 16
Fort +3, Ref +7, Will +2		Skills Perception +7, Swim +10	Feats Improved Initiative, Lightning Reflexes, Multiattack
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.			
Wolf*	—	Init +2; Senses low-light vision, scent; Perception +8 Speed 50 ft.	AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) Melee bite +2 (1d6+1 plus trip)
hp 13 (2d8+4)		Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6	Base Atk +1; CMB +2; CMD 14 (18 vs. trip)
Fort +5, Ref +5, Will +1		Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent	