

**School** conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3  
**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 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.**

<b>Ant, giant (soldier)*</b>	—	Init +0; Senses darkvision 60 ft., scent; Perception +5 hp 18 (2d8+9) Fort +6, Ref +0, Will +1 Immune mind-affecting effects	Speed 50 ft., climb 20 ft. Str 14, Dex 10, Con 17, Int —, Wis 13, Cha 11 Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival 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)
<b>Ape*</b>	—	Init +2; Senses low-light vision, scent; Perception +8 hp 19 (3d8+6) Fort +7, Ref +5, Will +2 Space 10 ft.; Reach 10 ft.	Speed 30 ft., climb 30 ft. Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Skills Acrobatics +6, Climb +14, Perception +8	AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, –1 size) Melee 2 slams +3 (1d6+2) Base Atk +2; CMB +5; CMD 17 Feats Great Fortitude, Skill Focus (Perception)
<b>Aurochs (herd animal)*</b>	—	Init +0; Senses low-light vision, scent; Perception +9 hp 22 (3d8+9) Fort +6, Ref +3, Will +1 Space 10 ft.; Reach 5 ft.	Speed 40 ft. Special Attacks stampede, trample (2d6+9, DC 17) Str 23, Dex 10, Con 17, Int 2, Wis 11, Cha 4 Skills Perception +9	AC 13, touch 9, flat-footed 13 (+4 natural, –1 size) Melee gore +7 (1d8+9) Base Atk +2; CMB +9; CMD 19 (23 vs. trip) Feats Endurance, Skill Focus (Perception)
<b>Stampede (Ex)</b>	A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.			
<b>Boar*</b>	—	Init +0; Senses low-light vision, scent; Perception +6 hp 18 (2d8+9) Fort +6, Ref +3, Will +1	Speed 40 ft. Str 17, Dex 10, Con 17, Int 2, Wis 13, Cha 4 Skills Perception +6	AC 14, touch 10, flat-footed 14 (+4 natural) Melee gore +4 (1d8+4) Base Atk +1; CMB +4; CMD 14 Feats Toughness
<b>Ferocity (Ex)</b>	A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.			
<b>Cheetah*</b>	—	Init +8; Senses low-light vision, scent; Perception +5 hp 19 (3d8+6) Fort +5, Ref +7, Will +2	Speed 50 ft.; sprint Str 17, Dex 19, Con 15, Int 2, Wis 12, Cha 6 Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); Racial Modifiers +4 Stealth in tall grass	AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3) Base Atk +2; CMB +5; CMD 19 (23 vs. trip)
<b>Sprint (Ex)</b>	Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.			
<b>Constrictor snake*</b>	—	Init +3; Senses scent; Perception +12 hp 19 (3d8+6) Fort +4, Ref +6, Will +2	Speed 20 ft., climb 20 ft., swim 20 ft. Str 17, Dex 17, Con 12, Int 1, Wis 12, Cha 2 Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics	AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) Melee bite +5 (1d4+4 plus grab) Special Attacks constrict (1d4+4) Base Atk +2; CMB +5 (+9 grapple); CMD 18 (can't be tripped)
<b>Constrict (Ex)</b>	A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.			
<b>Crocodile*</b>	—	Init +1; Senses low-light vision; Perception +8 hp 22 (3d8+9) Fort +6, Ref +4, Will +2 Space 10 ft.; Reach 5 ft.	Speed 20 ft., swim 30 ft.; sprint Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2 Feats Skill Focus (Perception, Stealth) Skills Perception +8, Stealth +5 (+13 in water), Swim +12; Racial Modifiers +8 on Stealth in water	AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size) Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2) Special Attacks death roll (1d8+6 plus trip) Base Atk +2; CMB +7 (+11 grapple); CMD 18 (22 vs. trip)
<b>Death Roll (Ex)</b>	When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.			
<b>Hold Breath (Ex)</b>	A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.			
<b>Sprint (Ex)</b>	Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.			
<b>Dire bat*</b>	—	Init +2; Senses blindsense 40 ft.; Perception +12 hp 22 (4d8+4) Fort +5, Ref +6, Will +3 Space 10 ft.; Reach 5 ft.	Speed 20 ft., fly 40 ft. (good) Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense	AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size) Melee bite +5 (1d8+4) Base Atk +3; CMB +7; CMD 19 Feats Alertness, Stealthy

<b>Dretch (demon)</b>	Chaotic, Evil	Init +0; Senses darkvision 60 ft.; Perception +5 Speed 20 ft. Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11 Skills Escape Artist +5, Perception +5, Stealth +9 Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)	AC 14, touch 11, flat-footed 14 (+3 natural, +1 size) Melee 2 claws +4 (1d4+1), bite +4 (1d4+1) Base Atk +2; CMB +2; CMD 12 Feats Toughness
hp 18 (2d10+7) Fort +5, Ref +0, Will +3 DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10		Spell-Like Abilities (CL 2nd) 1/day—cause fear (DC 11), stinking cloud (DC 13)	
<b>Electric eel*</b>	—	Init +6; Senses low-light vision; Perception +4 Speed 5 ft., swim 30 ft. Str 13, Dex 14, Con 19, Int 1, Wis 10, Cha 6 Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9; Racial Modifiers +8 Escape Artist	AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) Melee bite +3 (1d6+1) and tail –2 touch (1d6 electricity) Base Atk +1; CMB +1; CMD 13 (can't be tripped)
hp 17 (2d8+8) Fort +7, Ref +5, Will +0 Resist electricity 10			
<b>Electricity (Ex)</b> An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.			
<b>Lantern archon</b>	Good, Lawful	Init +4; Senses darkvision 60 ft., low-light vision; Perception +4 Aura aura of menace (DC 13) Speed fly 60 ft. (perfect) Str 1, Dex 11, Con 12, Int 6, Wis 11, Cha 10 Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5 Languages Celestial, Draconic, Infernal; truespeech	AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil) Ranged 2 light rays +3 ranged touch (1d6) Base Atk +2; CMB –4; CMD 6
hp 13 (2d10+2) Fort +4, Ref +3, Will +0; +4 vs. poison, +2 resistance vs. evil DR 10/evil; Immune electricity, petrification		Spell-Like Abilities (CL 3rd): At Will—aid, continual flame, detect evil	
<b>Light Ray (Ex)</b> A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.			
<b>Leopard (cat)*</b>	—	Init +4; Senses low-light vision, scent; Perception +5 Speed 30 ft., climb 20 ft. Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6 Feats Skill Focus (Stealth), Weapon Finesse Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth	AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3) Special Attacks pounce, rake (2 claws +6, 1d3+3) Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip)
hp 19 (3d8+6) Fort +5, Ref +7, Will +2			
<b>Pounce (Ex)</b> When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability). <b>Rake (Ex)</b> A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.			
<b>Monitor lizard*</b>	—	Init +2; Senses low-light vision, scent; Perception +8 Speed 30 ft., swim 30 ft. Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 6 Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; Racial Modifiers +4 Stealth (+8 in undergrowth)	AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) Melee bite +5 (1d8+4 plus grab and poison) Base Atk +2; CMB +5 (+9 grapple); CMD 17 (21 vs. trip)
hp 22 (3d8+9) Fort +8, Ref +5, Will +2			
<b>Poison (Ex)</b> Bite—injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.			
<b>Shark*</b>	—	Init +5; Senses blindsense 30 ft., keen scent; Perception +8 Speed swim 60 ft. Str 17, Dex 12, Con 13, Int 1, Wis 12, Cha 2 Skills Perception +8, Swim +11	AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size) Melee bite +5 (1d8+4) Base Atk +3; CMB +7; CMD 18 Feats Great Fortitude, Improved Initiative
hp 22 (4d8+4) Fort +7, Ref +5, Will +2 Space 10 ft.; Reach 5 ft.			
<b>Keen Scent (Ex)</b> A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.			
<b>Wolverine*</b>	—	Init +2; Senses low-light vision, scent; Perception +10 Speed 30 ft., burrow 10 ft., climb 10 ft. Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 10 Skills Climb +10, Perception +10	AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) Melee 2 claws +4 (1d6+2), bite +4 (1d4+2) Base Atk +2; CMB +4; CMD 16 (20 vs. trip) Feats Skill Focus (Perception), Toughness
hp 22 (3d8+9) Fort +5, Ref +5, Will +2			
<b>Rage (Ex)</b> A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.			