



The Summoner's Companion

A Supplement for Summoners



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SUMMON NATURE'S ALLY

This spell summons a natural creature. 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.

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.

The spell conjures one of the creatures below, according to the level of the Summon Nature's Ally spell. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the tables are neutral unless otherwise noted.

Some of the creatures listed on the tables are not duplicated in this document, and where this occurs, you will find a parenthetical note detailing the appropriate book to look in to find the creature.

Summon Nature's Ally I

Summon Nature's Ally

1st Level

Dire rat
Eagle (animal)
Monkey (animal)
Octopus¹ (animal)
Owl (animal)
Porpoise¹ (animal)
Snake, Small viper (animal)
Wolf (animal)

¹ May be summoned only into an aquatic or watery environment.

DIRE RAT

	Small Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/	+0/-4
Grapple:	
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special	Low-light vision, scent
Qualities:	
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats:	Alertness, Weapon Finesse ^B
Environment:	Any
Organization:	Solitary or pack (11–20)
Challenge	1/3
Rating:	
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 4–6 HD (Medium)

Level

Adjustment:

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

EAGLE

	Small Animal
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/	+0/-4
Grapple:	
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite -2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	
Special Qualities:	Low-light vision
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)
Level Adjustment:	

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons.
Skills: Eagles have a +8 racial bonus on Spot checks.

MONKEY

Hit Dice:	Tiny Animal
Initiative:	1d8 (4 hp)
Speed:	+2
Armor Class:	30 ft. (6 squares), climb 30 ft.
Base Attack/	14 (+2 size, +2 Dex), touch
Grapple:	14, flat-footed 12
Attack:	+0/-12
Full Attack:	Bite +4 melee (1d3-4)
Space/Reach:	Bite +4 melee (1d3-4)
Special Attacks:	2-1/2 ft./0 ft.
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2,
Skills:	Wis 12, Cha 5
Feats:	Balance +10, Climb +10,
Environment:	Hide +10, Listen +3, Spot +3
Organization:	Weapon Finesse
Challenge Rating:	Warm forests
Advancement:	Troop (10-40)
Level Adjustment:	1/6
	2-3 HD (Small)

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

OCTOPUS

Hit Dice:	Small Animal (Aquatic)
Initiative:	2d8 (9 hp)
Speed:	+3
Armor Class:	20 ft. (4 squares), swim 30 ft.
Base Attack/	16 (+1 size, +3 Dex, +2
Grapple:	natural), touch 14, flat-footed
Attack:	13
Full Attack:	+1/+2
Space/Reach:	Arms +5 melee (0)
Special Attacks:	Arms +5 melee (0) and bite
Special Qualities:	+0 melee (1d3)
Saves:	5 ft./5 ft.
Abilities:	Improved grab
Skills:	Ink cloud, jet, low-light vision
Feats:	Fort +3, Ref +6, Will +1
Environment:	Str 12, Dex 17, Con 11, Int 2,
Organization:	Wis 12, Cha 3
Challenge Rating:	Escape Artist +13, Hide +11,
Advancement:	Listen +2, Spot +5, Swim +9
Level Adjustment:	Weapon Finesse
	Warm aquatic
	Solitary
	1
	3-6 HD (Medium)

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to

escape.

Combat

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

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, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OWL

Hit Dice:	Tiny Animal
Initiative:	1d8 (4 hp)
Speed:	+3
Armor Class:	10 ft. (2 squares), fly 40 ft.
Base Attack/	(average)
Grapple:	17 (+2 size, +3 Dex, +2
Attack:	natural), touch 15, flat-footed
Full Attack:	14
Space/Reach:	+0/-11
Special Attacks:	Talons +5 melee (1d4-3)
Special Qualities:	Talons +5 melee (1d4-3)
Saves:	2-1/2 ft./0 ft.
Abilities:	Low-light vision
Skills:	Fort +2, Ref +5, Will +2
Feats:	Str 4, Dex 17, Con 10, Int 2,
Environment:	Wis 14, Cha 4
Organization:	Listen +14, Move Silently
Challenge Rating:	+17, Spot +6*
Advancement:	Weapon Finesse
Level Adjustment:	Temperate forests
	Solitary
	1/4
	2 HD (Small)

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks

and a +14 racial bonus on Move Silently checks.

*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

PORPOISE

Hit Dice:	Medium Animal
Initiative:	2d8+2 (11 hp)
Speed:	+3
Armor Class:	Swim 80 ft. (16 squares)
Base Attack/	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Grapple:	+1/+1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school
Challenge Rating:	(3–20)
Advancement:	1/2
Level Adjustment:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

Combat

Blindsight (Ex): Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

VIPER SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on

Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake, Small Viper	
Hit Dice:	Small Animal
Initiative:	1d8 (4 hp)
Speed:	+3
Armor Class:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Base Attack/	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Grapple:	+0/-6
Attack:	Bite +4 melee (1d2–2 plus poison)
Full Attack:	Bite +4 melee (1d2–2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	1/2
Advancement:	—
Level	—

Adjustment: These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake’s size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Small	10

WOLF

Hit Dice:	Medium Animal
Initiative:	2d8+4 (13 hp)
Speed:	+2
Armor Class:	50 ft. (10 squares)
	14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/	+1/+2
Grapple:	
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Wolves are pack hunters known for their persistence and cunning.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Summon Nature's Ally II

Summon Nature's Ally
2nd Level
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium ¹ (animal)
Snake, Medium viper (animal)
Squid ¹ (animal)
Wolverine (animal)
¹ May be summoned only into an aquatic or watery environment.

BEAR, BLACK

Hit Dice:	Medium Animal 3d8+6 (19 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/	+2/+6
Grapple:	
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)

Space/Reach:	5 ft./5 ft.
Special Attacks:	
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Climb +4, Listen +4, Spot +4, Swim +8
Feats:	Endurance, Run
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

CROCODILE

Hit Dice:	Medium Animal 3d8+9 (22 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/	+2/+6
Grapple:	
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills:	Hide +7*, Listen +4, Spot +4, Swim +12
Feats:	Alertness, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any

Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

DIRE BADGER

Hit Dice:	Medium Animal
Initiative:	3d8+15 (28 hp)
Speed:	+3 30 ft. (6 squares), burrow 10 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Temperate forests
Organization:	Solitary or cete (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-9 HD (Large)
Level Adjustment:	—

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

Combat

Dire badgers attack with their sharp claws and teeth.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

DIRE BAT

Hit Dice:	Large Animal
Initiative:	4d8+12 (30 hp)
Speed:	+6 20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14

Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Blindsense 40 ft.
Special Qualities:	Fort +7, Ref +10, Will +6
Saves:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Abilities:	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Skills:	Alertness, Stealthy
Feats:	Temperate deserts
Environment:	Solitary or colony (5-8)
Organization:	2
Challenge Rating:	None
Treasure:	Always neutral
Alignment:	5-12 HD (Large)
Advancement:	—
Level Adjustment:	—

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

ELEMENTAL, SMALL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

Air Elemental, Small	Small Elemental (Air, Extraplanar)
Hit Dice:	2d8 (9 hp)
Initiative:	+7
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Slam +5 melee (1d4)
Full Attack:	Slam +5 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +0, Ref +6, Will +0
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	1
Treasure:	None

Alignment: Usually neutral
Advancement: 3 HD (Small)
Level Adjustment: —

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage.

It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its

home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Whirlwind					
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10–20 ft.

EARTH ELEMENTAL

	Earth Elemental, Small
	Small Elemental (Earth, Extraplanar)
Hit Dice:	2d8+2 (11 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	17 (+1 size, –1 Dex, +7 natural), touch 10, flat-footed 17
Base Attack/	+1/+0
Grapple:	
Attack:	Slam +5 melee (1d6+4)
Full Attack:	Slam +5 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits
Saves:	Fort +4, Ref –1, Will +0
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +2
Feats:	Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Small	4 ft.	80 lb.

FIRE ELEMENTAL

	Fire Elemental, Small
	Small Elemental (Fire, Extraplanar)
Hit Dice:	2d8 (9 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14
Base Attack/	+1/-3
Grapple:	
Attack:	Slam +3 melee (1d4 plus 1d4 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Dodge, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level	—

Adjustment:

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental Sizes	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11

WATER ELEMENTAL

	Water Elemental, Small
	Small Elemental (Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/	+1/-1
Grapple:	
Attack:	Slam +4 melee (1d6+3)
Full Attack:	Slam +4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3 HD (Small)
Level Adjustment:	—

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home

plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Save DC	Vortex	
				Damage	Height
Small	4 ft.	34 lb.	13	1d4	10–20 ft.

HIPPOGRIFF

	Large Magical Beast
Hit Dice:	3d10+9 (25 hp)
Initiative:	+2
Speed:	50 ft. (10 squares), fly 100 ft. (average)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+11
Grapple:	—
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover
Environment:	Temperate hills
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)

Level Adjustment:

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles.

Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

COMBAT

Hippogriffs dive at their prey and strike with their

clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

TRAINING A HIPPOGRIFF

A hippogriff requires training before it can bear a rider in combat.

Training a hippogriff requires six weeks of work and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

SHARK

Shark, Medium	
Hit Dice:	Medium Animal (Aquatic) 3d8+3 (16 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+3
Attack:	Bite +4 melee (1d6+1)
Full Attack:	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special	Blindsense, keen scent
Qualities:	—
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9
Feats:	Alertness, Weapon Finesse
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge	1
Rating:	—
Advancement:	4–6 HD (Medium)
Level	—

Adjustment: These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

VIPER SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snake, Medium Viper	
Hit Dice:	Medium Animal 2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+1/+0
Attack:	Bite +4 melee (1d4–1 plus poison)
Full Attack:	Bite +4 melee (1d4–1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special	Scent
Qualities:	—
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7
Feats:	Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge	1
Rating:	—
Advancement:	—

Level

Adjustment:

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Medium	11

SQUID

Hit Dice:	Medium Animal (Aquatic) 3d8 (13 hp)
Initiative:	+3
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/	+2/+8*
Grapple:	
Attack:	Arms +4 melee (0)
Full Attack:	Arms +4 melee (0) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary or school (6-11)
Challenge Rating:	1
Advancement:	4-6 HD (Medium); 7-11 HD (Large)
Level Adjustment:	—

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks

of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

WOLVERINE

Hit Dice:	Medium Animal 3d8+15 (28 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/	+2/+4
Grapple:	
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4-5 HD (Large)
Level Adjustment:	—

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

COMBAT

Rage (Ex): A wolverine that takes damage in combat flies into a berserk 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 Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Summon Nature's Ally III

Summon Nature's Ally
3rd Level
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion (animal)
Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large* (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Storm elemental, Small (Monster Manual III)
Thoctqua
I May be summoned only into an aquatic or watery environment.

APE

	Large Animal
Hit Dice:	4d8+11 (29 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/	+3/+12
Grapple:	
Attack:	Claws +7 melee (1d6+5)
Full Attack:	2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (3-5)
Challenge Rating:	2
Advancement:	5-8 HD (Large)
Level Adjustment:	—

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DIRE WEASEL

	Medium Animal
Hit Dice:	3d8 (13 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/	+2/+4
Grapple:	
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5
Feats:	Alertness, Stealthy, Weapon Finesse ^B
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Combat

Dire weasels stalk their prey in the dark and then leap

on it, biting and clawing.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

DIRE WOLF

	Large Animal
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/	+4/+15
Grapple:	
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*
Feats:	Alertness, Run, Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary or pack (5-8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7-18 HD (Large)
Level Adjustment:	—

Dire wolves are efficient pack hunters that will kill anything they can catch.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Combat

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

EAGLE, GIANT

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)

Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Low-light vision, evasion
Qualities:	
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5-12)
Challenge Rating:	3
Rating:	
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level	+2 (cohort)

Adjustment:

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Common and Auran.

COMBAT

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

LION

	Large Animal
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)

Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6-10)
Challenge Rating:	3
Advancement:	6-8 HD (Large)
Level Adjustment:	

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

OWL, GIANT

	Large Magical Beast
Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	
Special Qualities:	Superior lowlight vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (3-5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good

Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level	+2 (cohort)

Adjustment:
Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Giant owls speak Common and Sylvan.

COMBAT

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

SATYR (Without Pipes.)

Hit Dice:	Medium Fey 5d6+5 (22 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/	+2/+2
Grapple:	
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pipes [cannot use]
Special	Damage reduction 5/cold iron, low-light vision
Qualities:	
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^B , Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)
Challenge	2 (without pipes) or 4 (with pipes)
Rating:	Standard
Treasure:	
Alignment:	Usually chaotic neutral
Advancement:	6–10 HD (Medium)
Level	+2

Adjustment:
A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall

and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

COMBAT

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

SHARK

	Shark, Large
	Large Animal (Aquatic)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/	+5/+12
Grapple:	
Attack:	Bite +7 melee (1d8+4)
Full Attack:	Bite +7 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	
Special	Blindsense, keen scent
Qualities:	
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +8, Spot +7, Swim +11
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge	2
Rating:	
Advancement:	8–9 HD (Large)
Level	—

Adjustment:
These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim

check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CONSTRUCTOR SNAKE

Hit Dice:	Medium Animal
Initiative:	3d8+6 (19 hp)
Speed:	+3 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/	+2/+5
Grapple:	
Attack:	Bite +5 melee (1d3+4)
Full Attack:	Bite +5 melee (1d3+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+4, improved grab
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium); 6–10 HD (Large)
Level	—

Adjustment:

Constructor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constructor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constructor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

VIPER SNAKE

Snake, Large Viper	
Hit Dice:	Large Animal
Initiative:	3d8 (13 hp)
Speed:	+7 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/	+2/+6
Grapple:	
Attack:	Bite +4 melee (1d4 plus poison)
Full Attack:	Bite +4 melee (1d4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special	Scent
Qualities:	
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8
Feats:	Improved Initiative, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary
Challenge	2
Rating:	
Advancement:	—
Level	—

Adjustment:

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort
DC	
Large	11

THOQQUA

	Medium Elemental (Earth, Extraplanar, Fire)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/	+2/+4
Grapple:	
Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)

Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, burn
Special	Darkvision 60 ft., elemental
Qualities:	traits, immunity to fire, tremorsense 60 ft., vulnerability to cold
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +3, Survival +3
Feats:	Alertness, Track
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge	2
Rating:	
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–9 HD (Large)
Level	—

Adjustment:
A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

COMBAT

When a thoqqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqqua does not need to move 10 feet before attacking.)

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

Summon Nature's Ally IV

Summon Nature's Ally
4th Level
Arrowhawk, juvenile
Bear, brown (animal)
Bloodthorn (Fiend Folio)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]
Sea cat ¹
Shark, Huge ¹ (animal)
Snake, Huge viper (animal)
Spriggan (Fiend Folio)
Tiger (animal)
Tojanida, juvenile ¹
Unicorn [CG]

Xorn, minor
Yellow musk creeper (Fiend Folio)
1 May be summoned only into an aquatic or watery environment.

ARROWHAWK

	Juvenile Arrowhawk
	Small Outsider (Air, Extraplanar)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+5
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15
Base Attack/Grapple:	+3/+0
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +4, Ref +8, Will +4
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with bindings)
Feats:	Dodge, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Small)
Level:	—

Adjustment:
An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds. Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always

hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

BEAR, BROWN

Hit Dice:	Large Animal
Initiative:	6d8+24 (51 hp)
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4/+16
Attack:	Claw +11 melee (1d8+8)
Full Attack:	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +7, Swim +12
Feats:	Endurance, Run, Track
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7-10 HD (Large)
Level Adjustment:	

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

Combat

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

CROCODILE, GIANT

Hit Dice:	Huge Animal
Initiative:	7d8+28 (59 hp)
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision

Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6-11)
Challenge Rating:	4
Advancement:	8-14 HD (Huge)
Level Adjustment:	

These huge creatures usually live in salt water and can be more than 20 feet long.

Giant crocodiles fight and behave like their smaller cousins.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

DEINONYCHUS

Hit Dice:	Large Animal
Initiative:	4d8+16 (34 hp)
Speed:	60 ft. (12 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	3
Rating:	
Treasure:	None
Alignment:	Always neutral

Advancement: 5–8 HD (Large)
Level —

Adjustment:

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

Combat

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

DIRE APE

Hit Dice:	Large Animal 5d8+13 (35 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/	+3/+13
Grapple:	
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Combat

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb

checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DIRE BOAR

Hit Dice:	Large Animal 7d8+21 (52 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +6 natural), touch 9, flat-footed 15
Base Attack/	+5/+17
Grapple:	
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +8
Abilities:	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)

Level Adjustment:

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Combat

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

DIRE WOLVERINE

Hit Dice:	Large Animal 5d8+23 (45 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/	+3/+13
Grapple:	
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4

Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Combat

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Medium
	Medium Elemental (Air, Extraplanar)
Hit Dice:	4d8+8 (26 hp)
Initiative:	+9
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Slam +8 melee (1d6+1)
Full Attack:	Slam +8 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +3, Ref +9, Will +1
Abilities:	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–7 HD (Medium)
Level Adjustment:	—

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air

elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Whirlwind	Medium	8 ft. 750 lb.

Elemental	Height	Weight	Save DC	Damage	Height
Medium	8 ft.	2 lb.	13	1d6	10-30 ft.

FIRE ELEMENTAL

Fire Elemental, Medium

Medium Elemental (Fire, Extraplanar)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch
Base Attack/Grapple:	13, flat-footed 13
Space/Reach:	5 ft./5 ft.

EARTH ELEMENTAL

Earth Elemental, Medium

Medium Elemental (Earth, Extraplanar)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 Dex, +9 natural), touch 13
Base Attack/Grapple:	+3/+8
Attack:	Slam +8 melee (1d8+7)
Full Attack:	Slam +8 melee (1d8+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide
Saves:	Fort +7, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +4, Spot +3
Feats:	Cleave, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-7 HD (Medium)
Level Adjustment:	—

Grapple:	Attack +3, flat-footed 18
Attack:	Slam +6 melee (1d6+1 plus 1d6 fire)
Full Attack:	Slam +6 melee (1d6+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +7, Will +1
Abilities:	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-7 HD (Medium)
Level Adjustment:	—

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental Sizes	Elemental	Height	Weight	Burn Save DC
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Medium	8 ft.	2 lb.	14
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WATER ELEMENTAL

	Water Elemental, Medium
	Medium Elemental (Water, Extraplanar)
Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 melee (1d8+4)
Full Attack:	Slam +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Cleave, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–7 HD (Medium)
Level Adjustment:	—

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at

its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it

swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Save DC	Damage
Medium	8 ft.	280 lb.	15	1d6

Vortex

to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

SALAMANDER

Flamebrother Salamander

Small Outsider (Extraplanar, Fire)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+1
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab
Special Qualities:	Darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13
Skills:	Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11
Feats:	Alertness, Multiattack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	3
Rating:	
Treasure:	Standard (nonflammables only)
Alignment:	Usually evil (any)
Advancement:	4–6 HD (Small)
Level	+4
Adjustment:	

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt

SEA CAT

Hit Dice:	Large Magical Beast 6d10+18 (51 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60 ft., hold breath, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (5–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	

A typical sea cat is 12 feet long and weighs 800 pounds.

COMBAT

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SHARK

	Shark, Huge
	Huge Animal (Aquatic)
Hit Dice:	10d8+20 (65 hp)
Initiative:	+6
Speed:	Swim 60 ft. (12 squares)
Armor Class:	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+7/+20
Attack:	Bite +10 melee (2d6+7)
Full Attack:	Bite +10 melee (2d6+7)
Space/Reach:	15 ft./10 ft.
Special Attacks:	
Special	Blindsense, keen scent
Qualities:	
Saves:	Fort +11, Ref +9, Will +4
Abilities:	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)
Challenge	4
Rating:	
Advancement:	11–17 HD (Huge)
Level	—

Adjustment:
These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

	Snake, Huge Viper
	Huge Animal
Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+4/+15
Attack:	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison
Special	Scent
Qualities:	
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes
Organization:	Solitary
Challenge	3
Rating:	
Advancement:	7–18 HD (Huge)
Level	—

Adjustment:
These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort
	DC
Huge	14

TIGER

Large Animal

VIPER SNAKE

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Natural Attack (claw)
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level	—

Adjustment:
These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Combat

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

TOJANIDA

Juvenile Tojanida	
Small Outsider (Extraplanar, Water)	
Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 90 ft.
Armor Class:	22 (+1 size, +1 Dex, +10 natural), touch 12, flat-footed 21
Base Attack/Grapple:	+3/+1
Attack:	Bite +6 melee (2d6+2)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to
Saves:	Fort +5, Ref +4, Will +4

Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)
Feats:	Blind-Fight, Dodge
Environment:	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)
Challenge Rating:	3
Rating:	—
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4–6 HD (Small)
Level	—

Adjustment:
A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when

attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

UNICORN

Hit Dice:	Large Magical Beast 4d10+20 (42 hp)
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+4/+13
Attack:	Horn +11 melee (1d8+8)
Full Attack:	Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy
Qualities:	
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24
Skills:	Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*
Feats:	Alertness, Skill Focus (Survival)
Environment:	Temperate forests
Organization:	Solitary, pair, or grace (3–6)
Challenge Rating:	3
Rating:	None
Treasure:	None
Alignment:	Always chaotic good
Advancement:	5–8 HD (Large)
Level	+4 (cohort)

Adjustment:

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

COMBAT

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action.

Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport

beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

XORN

	Minor Xorn
	Small Outsider (Extraplanar, Earth)
Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	23 (+1 size, +12 natural), touch 11, flat-footed 23
Attack:	Bite +6 melee (2d8+2)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	
Attacks:	
Special:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity
Qualities:	10, tremorsense 60 ft.
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +6 (+8 following tracks or underground)
Feats:	Multiaction, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	3
Rating:	None
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–6 HD (Small)
Level	—

Adjustment:

Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot

digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Summon Nature's Ally V

Summon Nature's Ally	
5th Level	
Arrowhawk, adult	
Bear, polar (animal)	
Dire lion	
Elasmosaurus ¹ (dinosaur)	
Elemental, Large (any)	
Elementite swarm (any) (Planar Handbook)	
Fossergrum (Fiend Folio)	
Griphon	
Janni (genie)	
Rhinoceros (animal)	
Satyr [CN: with pipes]	
Snake, giant constrictor (animal)	
Nixie (sprite)	
Storm elemental, Medium (Monster Manual III)	
Tojanida, adult ¹	
Whale, orca ¹ (animal)	
¹ May be summoned only into an aquatic or watery environment.	

ARROWHAWK

Adult Arrowhawk	
	Medium Outsider (Air, Extraplanar)
Hit Dice:	7d8+7 (38 hp)
Initiative:	+5
Speed:	Fly 60 ft. (perfect) (12 squares)
Armor Class:	21 (+5 Dex, +6 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+7/+9
Attack:	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)

Full Attack:	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +6, Ref +10, Will +6
Abilities:	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with bindings)
Feats:	Dodge, Flyby Attack, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8–14 HD (Medium)
Level:	—

Adjustment:
An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

BEAR, POLAR

	Large Animal
Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), swim 30 ft.

Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/	+6/+18
Grapple:	
Attack:	Claw +13 (1d8+8)
Full Attack:	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Hide –2*, Listen +5, Spot +7, Swim +16
Feats:	Endurance, Run, Track
Environment:	Cold plains
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	9–12 HD (Large)
Level Adjustment:	—

These long, lean carnivores are slightly taller than brown bears.

Combat

Polar bears fight just as brown bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

DIRE LION

Hit Dice:	Large Animal 8d8+24 (60 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/	+6/+17
Grapple:	
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Run, Weapon Focus (claw)
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral

Advancement:	9–16 HD (Large); 17–24 HD (Huge)
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Level Adjustment:

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ELASMOSAURUS

Hit Dice:	Huge Animal 10d8+66 (111 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/	+7/+23
Grapple:	
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	
Special Qualities:	Low-light vision, scent
Saves:	Fort +15, Ref +9, Will +4
Abilities:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide –4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Huge); 21–30 HD (Gargantuan)

Level Adjustment:

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

Combat

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey.

When hunting, it travels with its head out of the water, snapping down quickly to seize prey.
Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Large
	Large Elemental (Air, Extraplanar)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+11
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/	+6/+12
Grapple:	
Attack:	Slam +12 melee (2d6+2)
Full Attack:	2 slams +12 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +5, Ref +13, Will +2
Abilities:	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–15 HD (Large)
Level	—

Adjustment:

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact

height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Whirlwind					
Elemental	Height	Weight	Save DC	Damage	Height
Large	16 ft.	4 lb.	16	2d6	10–40 ft.

EARTH ELEMENTAL

	Earth Elemental, Large
	Large Elemental (Earth, Extraplanar)
Hit Dice:	8d8+32 (68 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/	Grapple: +6/+17
Attack:	Slam +12 melee (2d8+7)
Full Attack:	2 slams +12 melee (2d8+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +10, Ref +1, Will +2
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +5
Feats:	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-15 HD (Large)
Level	—
Adjustment:	

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back

30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Large	16 ft.	6,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Large
	Large Elemental (Fire, Extraplanar)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+9
Speed:	50 ft. (10 squares)
Armor Class:	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/	Grapple: +6/+12
Attack:	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	2 slams +10 melee (2d6+2 plus 2d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Burn
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +11, Will +2
Abilities:	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-15 HD (Large)
Level	—
Adjustment:	

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural

weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

<i>Fire Elemental Sizes</i>				
Elemental	Height	Weight	Burn Save	DC
Large	16 ft.	4 lb.	17	

WATER ELEMENTAL

	Water Elemental, Large
	Large Elemental (Water, Extraplanar)
Hit Dice:	8d8+32 (68 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/	+6/+15
Grapple:	
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +10, Ref +4, Will +2
Abilities:	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +5, Spot +6
Feats:	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–15 HD (Large)
Level Adjustment:	—

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals

elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam

attacks and does not threaten the area around it. Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Save DC	Damage	Height
Large	16 ft.	2,250 lb.	19	2d6	10–40 ft.

GRIFFON

Hit Dice:	Large Magical Beast
Initiative:	+2
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7/+15
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+3 (Cohort)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

COMBAT

Griffons prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

TRAINING A GRIFFON

Although intelligent, a griffon requires training

before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

JANNI, GENIE

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

COMBAT

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Hit Dice:	Medium Outsider (Native)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)
Armor Class:	18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Scimitar +9 melee (1d6+4/18–20) or longbow +8 ranged (1d8/x3)
Full Attack:	Scimitar +9/+4 melee (1d6+4/18–20) or longbow +8/+3 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Change size</i> , spell-like abilities
Special Qualities:	Darkvision 60 ft., elemental endurance, <i>plane shift</i> , resistance to fire 10, telepathy 100 ft.
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Skills:	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative ^B , Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level	+5

Adjustment:

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

Combat

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day—*invisibility* (self only), *speak with animals*. Caster level 12th. Once per day a janni can *create food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

RHINOCEROS

Hit Dice:	Large Animal 8d8+40 (76 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16

Base Attack/	+6/+18
Grapple:	
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness, Endurance, Improved Natural Attack (gore)
Environment:	Warm plains
Organization:	Solitary or herd (2–12)
Challenge Rating:	4
Advancement:	9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment:

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

SATYR

	Medium Fey
Hit Dice:	5d6+5 (22 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/	+2/+2
Grapple:	
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^B , Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)

Challenge	2 (without pipes) or 4 (with pipes)
Rating:	Standard
Treasure:	Usually chaotic neutral
Alignment:	6–10 HD (Medium)
Advancement:	+2

Adjustment:

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

COMBAT

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

CONSTRICTOR SNAKE, GIANT

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrictor Snake, Giant

Hit Dice:	Huge Animal 11d8+14 (63 hp)
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Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (–2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+8/+23
Attack:	Bite +13 melee (1d8+10)
Full Attack:	Bite +13 melee (1d8+10)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict 1d8+10, improved grab
Special Qualities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide), Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Advancement:	12–16 HD (Huge); 17–33 HD (Gargantuan)

Level

Adjustment:

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

NIXIE

Hit Dice:	Small Fey (Aquatic) 1d6 (3 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/–6
Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Full Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Charm person</i>
Special Qualities:	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>water breathing</i> , wild empathy
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate aquatic
Organization:	Gang (2–4), band (6–11), or tribe (20–80)

Challenge	1
Rating:	
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment:	Always neutral
Advancement:	2–3 HD (Small)
Level	+3

Adjustment:
Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes.

A nixie stands about 4 feet tall and weighs about 45 pounds.

Nixies speak Aquan and Sylvan. Some also speak Common.

Combat

Nixies rely on their *charm person* ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be *charmed* for 24 hours. Most *charmed* creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the *charmed* creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have *charmed*.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Hide checks when in the water. All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

TOJANIDA

	Adult Tojanida
	Medium Outsider (Extraplanar, Water)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 90 ft.
Armor Class:	23 (+1 Dex, +12 natural), touch 11, flat-footed 22

Base Attack/	+7/+10
Grapple:	
Attack:	Bite +10 melee (2d8+3)
Full Attack:	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, ink cloud
Special	All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10
Qualities:	Fort +7, Ref +6, Will +6
Saves:	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9
Abilities:	
Skills:	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings)
Feats:	Blind-Fight, Dodge, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)
Challenge	5
Rating:	
Treasure:	Standard
Alignment:	Always neutral
Advancement:	8–14 HD (Medium)
Level	—

Adjustment:

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which

a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ORCA WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

	Orca
	Huge Animal
Hit Dice:	9d8+48 (88 hp)
Initiative:	+2
Speed:	Swim 50 ft. (10 squares)
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/	+6/+22
Grapple:	
Attack:	Bite +12 melee (2d6+12)
Full Attack:	Bite +12 melee (2d6+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6

Skills:	Listen +14*, Spot +14*, Swim +16
Feats:	Alertness, Endurance, Run, Toughness
Environment:	Cold aquatic
Organization:	Solitary or pod (6-11)
Challenge Rating:	5
Advancement:	10-13 HD (Huge); 14-27 HD (Gargantuan)
Level Adjustment:	
These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.	

Summon Nature's Ally VI

Summon Nature's Ally	
6th Level	
Dire bear	
Elemental, Huge (any)	
Elephant (animal)	
Girallon	
Megaraptor (dinosaur)	
Octopus, giant (animal)	
Oread (Fiend Folio)	
Pixie* (sprite) [NG; no special arrows]	
Salamander, average [NE]	
Storm elemental, Large (Monster Manual III)	
Viper swarm (swarm, Fiend Folio)	
Whale, baleen	
Xorn, average	
*Can't cast <i>irresistible dance</i>	
I May be summoned only into an aquatic or watery environment.	

DIRE BEAR

	Large Animal
Hit Dice:	12d8+51 (105 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/	+9/+23
Grapple:	
Attack:	Claw +19 melee (2d4+10)
Full Attack:	2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Endurance, Run, Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13-16 HD (Large); 17-36 HD (Huge)
Level Adjustment:	

The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible.

A typical dire bear is 12 feet long and weighs as

much as 8,000 pounds.

Combat

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Huge
	Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+64 (136 hp)
Initiative:	+13
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12
Base Attack/	+12/+24
Grapple:	
Attack:	Slam +19 melee (2d8+4)
Full Attack:	2 slams +19 melee (2d8+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/-, darkvision 60 ft., elemental traits
Saves:	Fort +9, Ref +19, Will +5
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)
Level	—

Adjustment:

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself

into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Elemental	Height	Weight	Save DC	Damage
Huge	32 ft.	8 lb.	22	2d8

EARTH ELEMENTAL

	Earth Elemental, Huge
	Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+29
Attack:	Slam +19 melee (2d10+9)
Full Attack:	2 slams +19 melee (2d10+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 5/—, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +4, Will +7
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +10, Spot +9
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)
Level	—

Adjustment:

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength

checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Huge	32 ft.	48,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Huge
	Huge Elemental (Fire, Extraplanar)
Hit Dice:	16d8+64 (136 hp)
Initiative:	+11
Speed:	60 ft. (12 squares)
Armor Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+12/+24
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn
Special Qualities:	Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +7
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)
Level	—

Adjustment:

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

<i>Fire Elemental Sizes</i>				
Elemental	Height	Weight	Burn	Save DC
Huge	32 ft.	8 lb.		22

WATER ELEMENTAL

Water Elemental, Huge	
	Huge Elemental (Water, Extraplanar)
Hit Dice:	16d8+80 (152 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+12/+27
Attack:	Slam +17 melee (2d10+7)
Full Attack:	2 slams +17 melee (2d10+7)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special	Damage reduction 5/
Qualities:	—, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +9, Will +7
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	17–20 HD (Huge)
Level	—

Adjustment:

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always

ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Save DC	Damage	Height
Huge	32 ft.	18,000 lb.	25	2d8	10–50

ELEPHANT

Hit Dice:	Huge Animal 11d8+55 (104 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (–2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+8/+26
Attack:	Gore +16 melee (2d8+15)
Full Attack:	Slam +16 melee (2d6+10) and 2 stamper +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +6
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +12, Spot +10
Feats:	Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment:	Warm plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	7
Advancement:	12–22 HD (Huge)
Level	

Adjustment:

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such

as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

GIRALLON

Hit Dice:	Large Magical Beast 7d10+20 (58 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+7/+17
Attack:	Claw +12 melee (1d4+6)
Full Attack:	4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +5
Abilities:	Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Move Silently +8, Spot +6
Feats:	Iron Will, Toughness (2)
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	

Girallons are savage, magical cousins of the gorilla.

When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

COMBAT

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

MEGARAPTOR

Huge Animal

Hit Dice:	8d8+43 (79 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+19
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +8, Will +4
Abilities:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +5, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	6
Rating:	None
Treasure:	Always neutral
Alignment:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Advancement:	

Level

Adjustment:

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

OCTOPUS, GIANT

Hit Dice:	Large Animal (Aquatic) 8d8+11 (47 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Tentacle +10 melee (1d4+5)
Full Attack:	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	10 ft./10 ft. (20 ft. with tentacle)
Special Attacks:	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Alertness, Skill Focus (Hide), Toughness
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8
Advancement:	9-12 HD (Large); 13-24 HD (Huge)
Level Adjustment:	—

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

Combat

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant 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, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PIXIE (No special arrows or Otto's Irresistable Dance.)

Hit Dice:	Small Fey 1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6

Attack:	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Full Attack:	Short sword +5 melee (1d4–2/19–20) or longbow +5 ranged (1d6–2/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2–3 HD (Small)
Level	+4 (+6 with <i>irresistible dance</i>)

Adjustment:

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

SALAMANDER

Average Salamander

	Medium Outsider (Extraplanar, Fire)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)

Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9/+11
Attack:	Spear +11 melee (1d8+3/x3 plus 1d6 fire)
Full Attack:	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft. (10 ft. with tail)
Special Attacks:	Constrict 2d6+1 plus 1d6 fire, heat, improved grab
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13
Skills:	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8
Feats:	Alertness, Multiattack, Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	6
Treasure:	Standard (nonflammables only)
Alignment:	Usually evil (any)
Advancement:	8–14 HD (Medium)
Level	+5

Adjustment:

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

BALEEN WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

	Baleen Whale
	Gargantuan Animal
Hit Dice:	12d8+78 (132 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+9/+33
Attack:	Tail slap +17 melee (1d8+18)
Full Attack:	Tail slap +17 melee (1d8+18)
Space/Reach:	20 ft./15 ft.
Special Attacks:	
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	6
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment:	—

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

	Medium Outsider (Extraplanar, Earth)
Hit Dice:	7d8+17 (48 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	24 (+14 natural), touch 10, flat-footed 24
Attack:	Bite +10 melee (4d6+3)
Full Attack:	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special	
Attacks:	
Special	
Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 17, Dex 10, Con 15
Skills:	Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+10 (+12 following tracks or underground)
Feats:	Cleave*, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)
Challenge	6
Rating:	
Treasure:	None
Alignment:	Usually neutral
Advancement:	8–14 HD (Medium)
Level	—

Adjustment:
Average xorns are about 5 feet tall and wide, weighing about 600 pounds.
Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn’s favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn’s symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can’t be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as

easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Summon Nature's Ally VII

Summon Nature's Ally

7th Level

Arrowhawk, elder

Dire rhinoceroses (Fiend Folio)

Dire tiger

Elemental, greater (any)

Djinni (genie) [NG]

Invisible stalker

Kelp angler (Fiend Folio)¹

Pixie* (sprite) [NG; with sleep arrows]

Squid, giant¹ (animal)

Storm elemental, Huge (Monster Manual III)

Triceratops (dinosaur)

Tyrannosaurus (dinosaur)

Whale, cachalot¹ (animal)

Xorn, elder

*Can't cast *irresistible dance*

¹ May be summoned only into an aquatic or watery environment.

ARROWHAWK

Elder Arrowhawk

Large Outsider (Air,

Extraplanar)

Hit Dice: 15d8+45 (112 hp)

Initiative: +5

Speed: Fly 60 ft. (perfect) (12 squares)

Armor Class: 22 (-1 size, +5 Dex, +8

natural), touch 14, flat-footed

17

Base Attack/ +15/+25

Grapple:

Attack: Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)

Full Attack: Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Electricity ray

Special Darkvision 60 ft., immunity to

Qualities: acid, electricity, and poison,

resistance to cold 10 and fire 10

Saves: Fort +12, Ref +14, Will +10

Abilities: Str 22, Dex 21, Con 16, Int 10,

Wis 13, Cha 13

Skills:

Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving bindings)

Feats:

Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)^B

Environment

Elemental Plane of Air

Organization:

Solitary or clutch (2–4)

Challenge

8

Rating:

None

Treasure:

Always neutral

Alignment:

16–24 HD (Large); 25–32 HD

Advancement:

(Gargantuan)

Level

Adjustment:

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

DIRE TIGER

Large Animal

Hit Dice: 16d8+48 (120 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (-1 size, +2 Dex, +6 natural),

touch 11, flat-footed 15

Base Attack/ +12/+24

Grapple:

Attack: Claw +20 melee (2d4+8)

Full Attack: 2 claws +20 melee (2d4+8) and

bite +14 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake

2d4+4

Special

Low-light vision, scent

Qualities:

Saves: Fort +13, Ref +12, Will +11

Abilities: Str 27, Dex 15, Con 17, Int 2,

Wis 12, Cha 10

Skills:	Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	8
Rating:	
Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Large); 33–48 (Huge)
Level	—

Adjustment:
Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard. Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

Combat

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Greater
	Huge Elemental (Air, Extraplanar)
Hit Dice:	21d8+84 (178 hp)
Initiative:	+14
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	26 (–2 size, +10 Dex, +8 natural), touch 18, flat-footed 16
Base Attack/	Defense: +15/+28
Grapple:	
Attack:	Slam +23 melee (2d8+5)
Full Attack:	2 slams +23 melee (2d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind

Special Qualities:	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +11, Ref +22, Will +9
Abilities:	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)
Level	—

Adjustment:

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based. Creatures trapped in the whirlwind cannot move

except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind’s volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind’s base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind’s height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Elemental	Height	Weight	Save DC	Damage	Height
Greater	36 ft.	10 lb.	25	2d8	10–60 ft.

EARTH ELEMENTAL

	Earth Elemental, Greater Huge Elemental (Earth, Extraplanar)
Hit Dice:	21d8+105 (199 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	20 (–2 size, –1 Dex, +13 natural), touch 7, flat-footed 20 +15/+33
Base Attack/Grapple:	+15/+33
Attack:	Slam +23 melee (2d10+10)
Full Attack:	2 slams +23 melee (2d10+10) 2
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 10/–, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +17, Ref +6, Will +9
Abilities:	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack

Environment:	Elemental Plane of Earth
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)
Level	—

Adjustment:

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth’s surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental’s opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Greater	36 ft.	54,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Greater Huge Elemental (Fire, Extraplanar)
Hit Dice:	21d8+84 (178 hp)
Initiative:	+12
Speed:	60 ft. (12 squares)
Armor Class:	24 (–2 size, +8 Dex, +8 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+15/+28
Attack:	Slam +22 melee (2d8+5 plus 2d8 fire)

Full Attack:	2 slams +22 melee (2d8+5 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn
Special	Damage reduction 10/
Qualities:	–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +11, Ref +20, Will +9
Abilities:	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon
	Finesse ^B , Weapon Focus (slam)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)
Level	—

Adjustment:

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

<i>Fire Elemental Sizes</i>				
Elemental	Height	Weight	Burn	Save DC
Greater	36 ft.	10 lb.		24

WATER ELEMENTAL

	Water Elemental, Greater			
	Huge Elemental (Water, Extraplanar)			
Hit Dice:	21d8+105 (199 hp)			
Initiative:	+5			
Speed:	30 ft. (6 squares), swim 120 ft.			
Armor Class:	22 (–2 size, +5 Dex, +9 natural), touch 13, flat-footed 17			

Base Attack/	+15/+31
Grapple:	
Attack:	Slam +21 melee (2d10+8)
Full Attack:	2 slams +21 melee (2d10+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special	Damage reduction 10/
Qualities:	–, darkvision 60 ft., elemental traits
Saves:	Fort +17, Ref +14, Will +9
Abilities:	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11
Skills:	Listen +14, Spot +14
Feats:	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	22–23 HD (Huge)
Level	—

Adjustment:

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Save DC	Damage	Height
					Combat
					Djinn disdain physical combat, preferring to use their

Greater	36 ft.	21,000 lb.	28	2d8	10-60 ft.
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GENIE, DJINNI

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

COMBAT

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

	Large Outsider (Air, Extraplanar)
Hit Dice:	7d8+14 (45 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+7/+15
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	Darkvision 60 ft., immunity to acid, <i>plane shift</i> , telepathy 100 ft.
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2-4), or band (6-15)
Challenge Rating:	5 (noble 8)
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8-10 HD (Large); 11-21 (Huge)
Level	+6

Adjustment:

The djinn (singular djinni) are genies from the Elemental Plane of Air.

A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space. Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the

whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

INVISIBLE STALKER

	Large Elemental (Air, Extraplanar)
Hit Dice:	8d8+16 (52 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/	+6/+14
Grapple:	
Attack:	Slam +10 melee (2d6+4)
Full Attack:	2 slams +10 melee (2d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	
Special	Darkvision 60 ft., elemental
Qualities:	traits, natural invisibility, improved tracking
Saves:	Fort +4, Ref +10, Will +4
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)
Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge	7
Rating:	
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level	

Adjustment: Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

COMBAT

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

PIXIE (No memory loss arrows or Otto's Irresistible Dance.)

Hit Dice:	Small Fey 1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/x3)
Full Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/x3
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ⁵ , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2-3 HD (Small)
Level	+4 (+6 with <i>irresistible dance</i>)

Adjustment: Pixies wear bright clothing, often including a cap and

shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

SQUID, GIANT

Hit Dice:	Huge Animal (Aquatic) 12d8+18 (72 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+9/+29
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	15 ft./15 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)
Level Adjustment:	

These voracious creatures can have bodies more than

20 feet long and attack almost anything they meet.
Combat

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TRICERATOPS

	Huge Animal
Hit Dice:	16d8+124 (196 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/	+12/+30
Grapple:	
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Powerful charge, trample
	2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +19, Ref +9, Will +6
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12

Feats:	Alertness, Great Fortitude, Toughness (4)
Environment:	Temperate plains
Organization:	Solitary, pair, or herd (5-8)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment:

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

Combat

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

CACHALOT WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

	Cachalot Whale
	Gargantuan Animal
Hit Dice:	12d8+87 (141 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/	+9/+33
Grapple:	
Attack:	Bite +17 melee (4d6+12)
Full Attack:	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +15, Ref +9, Will +6

Abilities:	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment:	Temperate aquatic
Organization:	Solitary or pod (6–11)
Challenge	7
Rating:	
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level	—

Adjustment:

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

XORN

	Elder Xorn
	Large Outsider (Extraplanar, Earth)
Hit Dice:	15d8+63 (130 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), burrow 20 ft.
Armor Class:	25 (–1 size, +16 natural), touch 9, flat-footed 25
Attack:	Bite +21 melee (4d8+7)
Full Attack:	Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special	—
Attacks:	
Special	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Qualities:	
Saves:	Fort +13, Ref +9, Will +9
Abilities:	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10
Skills:	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+18 (+20 following tracks or underground)
Feats:	Awesome Blow, Cleave ^B , Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary, pair, or party (6–11)
Challenge	8
Rating:	
Treasure:	None
Alignment:	Usually neutral
Advancement:	16–21 HD (Large); 22–45 HD (Huge)
Level	—

Adjustment:

Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Summon Nature's Ally VIII

Summon Nature's Ally

8th Level

Dire shark¹

Roc

Salamander, noble [NE]

Sporebat (Fiend Folio)

Storm elemental, greater (Monster Manual III)

Tojanida, elder

¹ May be summoned only into an aquatic or watery environment.

DIRE SHARK

	Huge Animal (Aquatic)
Hit Dice:	18d8+66 (147 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
Base Attack/	+13/+27
Grapple:	
Attack:	Bite +18 melee (2d8+9)
Full Attack:	Bite +18 melee (2d8+9)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special	Keen scent
Qualities:	
Saves:	Fort +14, Ref +13, Will +12

Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +12, Spot +11, Swim +14
Feats:	Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment:	Cold aquatic
Organization:	Solitary or school (2–5)
Challenge	9
Rating:	
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 (Huge); 33–54 (Gargantuan)
Level	

Adjustment:

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ROC

	Gargantuan Animal
Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (average)

Armor Class:	17 (–4 size, +2 Dex, +9 natural), touch 8, flatfooted 15
Base Attack/	+13/+37
Grapple:	
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Low-light vision
Qualities:	
Saves:	Fort +18, Ref +13, Will +9
Abilities:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide –3, Listen +10, Spot +14
Feats:	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge	9
Rating:	
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level	

Adjustment:

A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

COMBAT

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Rocs have a +4 racial bonus on Spot checks.

SALAMANDER

	Noble Salamander
	Large Outsider (Extraplanar, Fire)
Hit Dice:	15d8+45 (112 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/	+15/+25
Grapple:	
Attack:	+3 <i>longspear</i> +23 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	+3 <i>longspear</i> +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	10 ft./10 ft. (20 ft. with tail or <i>longspear</i>)
Special Attacks:	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities

Special Qualities:	Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +12, Ref +10, Will +11
Abilities:	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15
Skills:	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
Feats:	Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or noble party (9–14)
Challenge Rating:	10
Treasure:	Double standard (nonflammables only) and +3 <i>longspear</i>
Alignment:	Usually evil (any)
Advancement:	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*. Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

TOJANIDA

Elder Tojanida	Large Outsider (Extraplanar, Water)
Hit Dice:	15d8+60 (127 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 90 ft.
Armor Class:	24 (–1 size, +1 Dex, +14 natural), touch 10, flat-footed 23 +15/+25
Base Attack/Grapple:	+20/+20
Attack:	Bite +20 melee (4d6+6)
Full Attack:	Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., resistance to electricity 10 and fire 10, immunity to acid and cold, resistance to electricity 10 and fire 10
Saves:	Fort +13, Ref +10, Will +10
Abilities:	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope +1 (+3 with bindings)
Feats:	Alertness, Blind-Fight, Cleave, Dodge, Improved Sunder, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)
Challenge Rating:	9
Rating:	Standard
Treasure:	Standard
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–45 HD (Huge)
Level Adjustment:	

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

An elder tojanida can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to

grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Summon Nature's Ally IX

Summon Nature's Ally	
9th Level	
Elemental, elder	
Grig [NG; with fiddle] (sprite)	
Kelpie (Fiend Folio) ¹	
Octopus tree (Fiend Folio)	
Pixie* (sprite) [NG; with sleep and memory loss arrows]	
Unicorn, celestial charger	
*Can cast <i>irresistible dance</i>	
¹ May be summoned only into an aquatic or watery environment.	

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

Air Elemental, Elder	
Huge Elemental (Air, Extraplanar)	
Hit Dice:	24d8+96 (204 hp)
Initiative:	+15
Speed:	Fly 100 ft. (perfect) (20 squares)
Armor Class:	27 (–2 size, +11 Dex, +8 natural), touch 19, flat-footed 16

Base Attack/	+18/+32
Grapple:	
Attack:	Slam +27 melee (2d8+6)
Full Attack:	2 slams +27 melee (2d8+6)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind
Special	Damage reduction 10/
Qualities:	–, darkvision 60 ft., elemental traits
Saves:	Fort +12, Ref +25, Will +10
Abilities:	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	25–48 HD (Huge)
Level	—
Adjustment:	

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage.

It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is

successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Whirlwind

Elemental	Height	Weight	Save DC	Damage	Height
Elder	40 ft.	12 lb.	28	2d8	10-60 ft.

EARTH ELEMENTAL

	Earth Elemental, Elder Huge Elemental (Earth, Extraplanar)
Hit Dice:	24d8+120 (228 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple:	+18/+37
Attack:	Slam +27 melee (2d10+11/19-20)
Full Attack:	slams +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Earth mastery, push
Special Qualities:	Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +19, Ref +7, Will +10
Abilities:	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power

Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Usually neutral
Advancement: 25-48 HD (Huge)
Level

Adjustment:

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

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 are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Elemental	Height	Weight
Elder	40 ft.	60,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Elder Huge Elemental (Fire, Extraplanar)
Hit Dice:	24d8+96 (204 hp)
Initiative:	+13
Speed:	60 ft. (12 squares)

Armor Class:	25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/	+18/+32
Grapple:	
Attack:	Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack:	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn
Special	Damage reduction 10/
Qualities:	–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +14, Ref +23, Will +10
Abilities:	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +28, Spot +29
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)
Environment:	Elemental Plane of Fire
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	25–48 HD (Huge)
Level	—
Adjustment:	

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

<i>Fire Elemental Sizes</i>				
Elemental	Height	Weight	Burn	Save DC
Elder	40 ft.	12 lb.		26

Water Elemental, Elder	
Huge Elemental (Water, Extraplanar)	
Hit Dice:	24d8+120 (228 hp)
Initiative:	+6
Speed:	30 ft. (6 squares), swim 120 ft.
Armor Class:	23 (–2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/	+18/+35
Grapple:	
Attack:	Slam +25 melee (2d10+9/19–20)
Full Attack:	2 slams +25 melee (2d10+9/19–20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex
Special	Damage reduction 10/
Qualities:	–, darkvision 60 ft., elemental traits
Saves:	Fort +19, Ref +16, Will +10
Abilities:	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	25–48 HD (Huge)
Level	—
Adjustment:	

A water elemental can't venture more than 180 feet from the body of water from which it was conjured. Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

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 are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into

a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based. Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on

any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Elemental	Height	Weight	Vortex		
			Save DC	Damage	Height
Elder	40 ft.	24,000 lb.	31	2d8	10–60 ft.

GRIG

	Tiny Fey
Hit Dice:	1/2 d6+1 (2 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+0/-11
Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)
Full Attack:	Short sword +6 melee (1d3–3/19–20) or longbow +6 ranged (1d4–3/x3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 17
Saves:	Fort +1, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (string instruments) +6, Search +2, Spot +3
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	1–3 HD (Tiny)
Level	+3

Adjustment:

Grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

Combat

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC

14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks.

*They also have a +5 racial bonus on Move Silently checks in a forest setting.

PIXIE

	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/x3)
Full Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/x3
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2-3 HD (Small)
Level Adjustment:	+4 (+6 with <i>irresistible dance</i>)

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only), *irresistible dance*. Caster level 8th. The save DCs are Charisma-based.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

UNICORN, CELESTIAL CHARGER

	Large Magical Beast
Hit Dice:	8d10+7d8+75 (155 hp)
Initiative:	+4
Speed:	60 ft. (12 squares)
Armor Class:	24 (-1 size, +4 Dex, +6 natural, +5 <i>bracers of armor</i> +5), touch 13, flat-footed 20
Base Attack/Grapple:	+13/+24
Attack:	Horn +22 melee (1d8+10)
Full Attack:	Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Turn undead 13/day, smite evil, spells

Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, resistance to acid 10, cold 10, and electricity 10, spell resistance 20, scent, wild empathy
Saves:	Fort +16, Ref +12, Will +15
Abilities:	Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22
Skills:	Concentration +11, Knowledge (nature) +9, Knowledge (religion) +8, Listen +15, Move Silently +12, Spellcraft +5, Spot +15, Survival +15 (+17 aboveground)*
Feats:	Alertness, Combat Casting, Extra Turning, Improved Turning, Run, Skill Focus (Survival)
Environment:	Seven Mounting Heavens of Celestia
Organization:	Solitary
Challenge Rating:	13
Treasure:	None
Alignment:	Always chaotic good

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

The celestial charger described here is an 8 HD celestial unicorn with seven levels of cleric.

Unicorns speak Sylvan and Common.

COMBAT

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action.

Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Smite Evil (Su): Once per day a celestial charger can make a normal melee attack to deal 15 points of extra damage against an evil foe.

Cleric spells Prepared (6/7/6/5/4; save DC 18 + spell level); 0—*detect magic*, *detect poison* (2), *light*, *virtue* (2); 1st—*bless* (2), *calm animals**, *obscuring mist*, *remove fear*, *sanctuary*, *shield of faith*; 2nd—*aid** (2), *animal messenger*, *lesser restoration*, *remove paralysis*, *shield other*; 3rd—*prayer*, *protection from energy*, *remove curse*, *searing light* (2); 4th—*air walk*, *divine power*, *holy smite**, *restoration*.

*Domain spell. Domains: Animal and Good.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.