

## Summon Monster Stat Blocks for Revised Dungeons and Dragons, 3.5E

### Summon Monster I:

**Celestial Dog** Small Magical Animal; (Augmented Animal, Extraplanar); HD 1d8+2; HP 6; Init +3; Speed 40 ft.; AC 15 (+1 size, +3 Dex. +1 natural), touch 14, flat-footed 12; Base Attack/Grapple +0/-3; Attack/Full Attack Bite +2 Melee (1d4+1); SA Smite Evil; SQ Darkvision 60', Scent, resist Acid Cold Elec 5, Spell Resistance 6; Saves Fort +4, Ref +5, Will +1; Abilities Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6; Skills Jump +7, Listen +5, Spot +5, Survival +1 (+5 Tracking); Feats Alertness, Track; AL LG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

**Celestial Owl** Tiny Magical Animal (Augmented Animal, Extraplanar); HD 1d8; HP 4; Init +3; Speed 10 ft. Fly 40 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Attack/Grapple +0/-11; Attack/Full Attack Talons +5 Melee (1d4-3); SA Smite Evil; SQ Darkvision 60 ft., resist Acid Cold Elec 5, Spell Resistance 6; Saves Fort +2, Ref +5, Will +2; Abilities Str 4, Dex 17, Con 10, Int 3, Wis 14, Cha 4; Skills Listen +14, Move Silently +17, Spot +6 (+14 in shadowy illumination); Feats Weapon Finesse; AL LG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

**Celestial Giant Fire Beetle** Small Magical Vermin (Augmented Vermin, Extraplanar); HD 1d8; HP 4; Init +0; Speed 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Attack/Grapple +0/-4; Attack/Full Attack Bite +1 melee (2d4); SA Smite Evil, SQ Darkvision 60 ft, vermin traits, resist Acid Cold Elec 5, Spell Resistance 6; Saves Fort +2, Ref +0, Will +0; Abilities Str 10, Dex 11, Con 11, Int 3, Wis 10, Cha 7; No Skills; No Feats; AL NG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

**Celestial Porpoise** Medium Magical Animal (Augmented Animal, Aquatic, Extraplanar); HD 2d8+2; HP 11; Init +3; Speed 80 ft. Swim; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Attack/Grapple +1/+1; Attack/Full Attack Slam +4 melee (2d4); SA Smite Evil; SQ Blindsight 120 ft., hold breath, Darkvision 60', resist Acid Cold Elec 5, Spell Resistance 7; Saves Fort +4, Ref +6, Will +1;

Abilities Str 11, Dex 17, Con 13, Int 3, Wis 12; Skills Listen +8, Spot +7, Swim +8 (+16 to maneuver/avoid hazard, always take 10 on swim checks); Feats Weapon Finesse; AL NG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +2 additional damage against an evil foe.

Hold Breath: hold breath for number of rounds equal to 6 x Constitution score.

**Celestial Badger** Small Magical Animal (Augmented Animal, Extraplanar); HD 1d8+2; HP 6; Init +3; Speed 30 ft., AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Attack/Grapple +0/-5; Attack Claw +4 melee (1d2-1); Full Attack 2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1); SA Smite Evil, Rage; SQ scent, Darkvision 60', resist Acid Cold Elec 5, Spell Resistance 6; Saves Fort +4, Ref +5, Will +1; Abilities Str 8, Dex 17, Con 15, Int 3, Wis 12, Cha 6; Skills Escape Artist +7, Listen +3, Spot +3; Feats Track, Weapon Finesse; AL CG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

Rage: A badger that takes damage flies into a berserk rage on its next turn. It gains +4 Str, +4 Con, and -2 AC. A badger cannot end its rage voluntarily.

**Celestial Monkey** Tiny Magical Animal (Augmented Animal, Extraplanar); HD 1d8; HP 4; Init +2; Speed 30 ft, climb 30 ft; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Attack/Grapple +0/-12; Attack/Full Attack Bite +4 melee (1d3-4); SA Smite Evil; SQ Darkvision 60 ft., resist Acid, Cold, Elec 5, Spell Resistance 6; Saves Fort +2, Ref +4, Will +1; Abilities Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 5; Skills Balance +10, Climb +10, Hide +10, Listen +3, Spot +3; Feats Weapon Finesse; AL CG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

### Summon Monster II:

**Celestial Giant Bee** Medium Magical Vermin (Augmented Vermin, Extraplanar); HD 3d8; HP 13, Init +2; Speed 20 ft., fly 80 ft. (good); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Attack/Grapple +2/+2; Attack/Full Attack Sting +2 melee (1d4 plus poison); SA Poison, Smite Evil; SQ Darkvision 60 ft., vermin traits, resist Acid Cold Elec

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5, Spell Resistance 8; Saves Fort +3, Ref +3, Will +2; Abilities Str 11, Dex 14, Con 11, Int 3, Wis 12, Cha 9; Skills Spot +5, Survival +1; No Feats; AL LG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +3 additional damage against an evil foe.

**Poison – sting** Fortitude DC 11, damage 1d4 Con initial and secondary. The save DC is Constitution-based.

A bee that successfully stings a creature pulls away, leaving its stinger. The bee then dies.

### **Celestial Giant Bombardier Beetle** Medium Magical

Vermin (Augmented Vermin, Extraplaner); HD 2d8+4; HP 13, Init +0; Speed 30 ft., AC 16 (+6 natural), touch 10, flat-footed 16; Base Attack/Grapple +1/+2; Attack/Full Attack Bite +2 melee (1d4+1); SA Acid Spray, Smite Evil; SQ Darkvision 60 ft., vermin traits, resist Acid Cold Elec 5, Spell Resistance 7; Saves Fort +5, Ref +0, Will +0; Abilities Str 13, Dex 10, Con 14, Int 3, Wis 10, Cha 9; No Skills; No Feats; AL NG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +2 additional damage against an evil foe.

**Acid Spray:** 10-foot cone of acidic vapor once per round. Those within the cone must make a DC 13 Fortitude save or take 1d4+2 points of acid damage.

### **Celestial Riding Dog** Medium Magical Animal;

(Augmented Animal, Extraplaner); HD 2d8+4; HP 13; Init +1; Speed 40ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Attack/Grapple +1/+3; Attack/Full Attack Bite +3 Melee (1d6+3); SA Smite Evil, trip attack; SQ Darkvision 60', Scent, resist Acid Cold Elec 5, Spell Resistance 7; Saves Fort +5, Ref +5, Will +1; Abilities Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 6; Skills Jump +8, Listen +5, Spot +5, Swim +3, Survival +1 (+5 Tracking); Feats Alertness, Track; AL NG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +2 additional damage against an evil foe.

**Trip Attack:** if the riding dog hits with its bite attack, it can attempt to trip the opponent (with a +1 modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attack fails, the opponent cannot react to trip the dog.

### **Celestial Eagle** Small Magical Animal (Augmented Animal, Extraplaner); HD 1d8+1; HP 5; Init +2;

Speed 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Attack/Grapple +0/-4; Attack Talons +3 melee (1d4); Full Attack 2 Talons +3 melee (1d4) and bite –2 melee (1d4); SA Smite Evil; SQ Darkvision 60 ft., resist Acid Cold Elec 5; Spell Resistance 6; Saves Fort +3, Ref +4, Will +2; Abilities Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6; Skills Listen +2, Spot +14; Feats Weapon Finesse; AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +1 additional damage against an evil foe.

### **Summon Monster III:**

#### **Celestial Black Bear** Medium Magical Animal

(Augmented Animal, Extraplaner); HD 3d8+9; HP 19; Init +1; Speed 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Base Attack/Grapple +2/+6; Attack Claw +6 melee (1d4+4); Full Attack 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SA Smite Evil; SQ Darkvision 60 ft., scent, resist Acid Cold Elec 5; Spell Resistance 8; Saves Fort +5; Ref +4, Will +2; Abilities Str 19, Dex 13, Con 15; Int 3; Wis 12, Cha 6; Skills Climb +4, Listen +4, Spot +4, Swim +8; Feats Endurance, Run; AL LG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +3 additional damage against an evil foe.

#### **Celestial Bison** Large Magical Animal (Augmented

Animal, Extraplaner); HD 5d8+15; HP 37; Init +0; Speed 40 ft.; AC 13 (-1 size, +4 natural) touch 9, flat-footed 13; Base Attack/Grapple +3/+13; Attack/Full Attack Gore +8 melee (1d8+9); Space/Reach 10 ft./5 ft.; SA Stampede, Smite Evil; SQ Darkvision 60 ft., scent, Damage Resistance 5/magic, resist Acid Cold Elec 5; Saves Fort +7, Ref +4, Will +1; Abilities Str 22, Dex 10, Con 16, Int 3, Wis 11, Cha 4; Skills Listen +7, Spot +5; Feats Alertness, Endurance; AL NG; Spell Resistance 10.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +5 additional damage against an evil foe.

**Stampede:** A frightened herd of bison flees as a group in a random direction (always away from the danger.) They literally run over anything of Large size or smaller, dealing 1d12 damage for each five bison in the herd (Reflex DC 18 for half.)

#### **Celestial Dire Badger** Medium Magical Animal

(Augmented Animal, Extraplaner); HD 3d8+15; HP 28; Init +3; Speed 30 ft., burrow 10 ft.; Base

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Attack/Grapple +2/+4; Attack Claw +4 melee (1d4+2); Full Attack 2 Claw +4 melee (1d4+2) and bite -1 melee (1d6+1); SA Rage, Smite Evil; SQ Darkvision 60 ft., scent, resist Acid Cold Elec 5, Spell Resistance 8; Saves Fort +7, Ref +6, Will +4; Abilities Str 14, Dex 17, Con 19, Int 3, Wis 12, Cha 10; Skills Listen +6, Spot +6; Feats Alertness, Toughness, Track; AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +3 additional damage against an evil foe.

**Rage:** A badger that takes damage flies into a berserk rage on its next turn. It gains +4 Str, +4 Con, and -2 AC. A badger cannot end its rage voluntarily.

**Celestial Hippogriff** Large Magical Beast (Augmented Beast, Extraplaner); HD 3d10+9; HP 25; Init +2; Speed 50 ft., fly 100 ft. (average); AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Attack/Grapple +3/+11; 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.; SA Smite Evil; SQ Darkvision 60 ft., low-light vision, scent, resist Acid Cold Elec 5, Spell Resistance 8; Saves Fort +6, Ref +5, Will +2; Abilities Str 18, Dex 15, Con 16, Int 3, Wis 13, Cha 8; Skills Listen +4, Spot +8; Feats Dodge, Wingover; AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +3 additional damage against an evil foe.

**Small Air Elemental** Small Elemental (Air, Extraplaner); HD 2d8; HP 9; Init +7; Speed Fly 100 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flatfooted 14; Base Attack/Grapple +1/-3; Attack/Full Attack Slam +5 melee (1d4); SA Air mastery, whirlwind; SQ 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, Weapon Finesse; AL N.

**Air Mastery:** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Whirlwind:** See Monster Manual ppg 95-98.

**Small Earth Elemental** Small Elemental (Earth, Extraplaner); HD 2d8+2; HP 11; Init -1; Speed 20 ft.; AC 17 (+1 size, -1 Dex, +7 natural) touch 10, flat-

footed 17; Base Attack/Grapple +1/0; Attack/Full Attack Slam +5 melee (1d6+4); SA Earth Mastery, push; SQ 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; AL N.

**Earth Mastery:** an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a -4 penalty on attack and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Push:** An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

**Earth Glide:** 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Small Fire Elemental** Small Elemental (Fire, Extraplaner); HD 2d8; HP 9; Init +5; Speed 50 ft.; AC 15 (+1 size, +1 Dex, +3 natural) touch 12, flat-footed 14; Base Attack/Grapple +1/-3; Attack/Full Attack Slam +3 melee (1d4 plus 1d4 fire); SA Burn; SQ 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, Weapon Finesse; AL N.

**Burn:** Those hit by a fire elemental's slam attack also must succeed at a DC 11 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Small Water Elemental** Small Elemental (Water, Extraplaner); HD 2d8+2; HP 11; Init +0; Move 20 ft., swim 90 ft.; AC 17 (+1 size, +6 natural) touch 11, flat-footed 17; Base Attack/Grapple +1/-1; Attack/Full Attack Slam +4 melee (1d6+3); SA Water mastery, Drench, Vortex; SQ Darkvision 60 ft., elemental

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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; AL N.

**Water Mastery:** A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent are touching the ground, the elemental take a -4 penalty to attacks and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Drench:** The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Vortex:** see Monster Manual pg. 101.

### Summon Monster IV

**Archon, Lantern** Small Outsider (Archon, Extraplaner, Good, Lawful); HD 1d8; HP 4; Init +4; Speed Fly 60 ft. (perfect); AC 15 (+1 size, +4 natural), touch 11, flat-footed 15; Base Attack/Grapple +1/-8; Attack Light ray +2 ranged touch (1d6); Full Attack 2 light rays +2 ranged touch (1d6); SA Spell-Like Abilities; SQ Aura of Menace, Damage Reduction 10/evil and magic, Darkvision 60 ft., immunity Electricity Petrification, Magic Circle against Evil, Teleport, Tongues; Saves Fort +2 (+6 vs poison), Ref +2, Will +2; Abilities Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10; Skills Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Feats Improved Initiative; AL LG.

**Aura of Menace:** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius must succeed on a Will save DC 12 or suffer a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generates the aura.

**Light rays:** A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

**Spell-Like Abilities:** At will - *Aid*, *Detect Evil*, *Continual Flame*. Caster level 3.

**Celestial Giant Owl** Large Magical Beast (Augmented Beast, Extraplaner); HD 4d10+4; HP 26; Init +3; Sped 10 ft., fly 70 ft. (average); AC 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.; SA Smite Evil; SQ Superior low-light vision, Darkvision 60 ft, Damage Reduction 5/magic, resist Acid Cold Elec 5; Spell Resistance 9; 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; AL LG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +4 additional damage against an evil foe.

**Celestial Giant Eagle** Large Magical Beast (Augmented Beast, Extraplaner); HD 4d10+4; HP 26; Init +3; Speed 10 ft., fly 80 ft. (average); AC 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.; SA Smite Evil; SQ Low-light vision, evasion, Darkvision 60 ft., Damage Reduction 5/magic, resist Acid Cold Elec 5; Spell Resistance 9; 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; AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +4 additional damage against an evil foe.

**Celestial Lion** Large Magical Animal (Augmented Animal, Extraplaner); HD 5d8+10; HP 32; Init +3; Speed 40 ft.; AC 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.; SA Pounce, improved grab, rake 1d4+2; Smite Evil; SQ Low-light vision, scent, Darkvision 60 ft., Damage Reduction 5/magic, resist Acid Cold Elec 5; Spell Resistance 10; Saves Fort +6, Ref +7, Will +2; Abilities Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6; Skills Balance +7, Hide +3 (+11 in areas of tall grass or thick undergrowth), Listen +5, Move Silently +11, Spot +5; Feats Alertness, Run AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +4 additional damage against an evil foe.

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

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**Improved Grab:** If the lion hits with its bite attack, it can 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 then rake.

**Rake:** Attack bonus +7 melee, damage 1d4+2.

**Mephit, Air** Small Outsider (Air, Extraplaner); HD 3d8; HP 13; Init +7; Speed 30 ft., fly 60 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3); Full Attack 2 claws +4 melee (1d3); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +3, Ref +6, Will +3; Abilities Str 10 Dex 17 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 Acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Feats Dodge, Improved Initiative; AL N.

**Breath Weapon:** 15-foot cone of dust and grit, damage 1d8, Reflex save DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour an air mephit can surround itself with vapor, duplicating the effects of a *Blur* spell (caster level 3.) Once per day it can use *Gust of Wind* (DC14, caster level 6.) The save DC is Charisma-based.

**Fast Healing:** An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.

**Mephit, Dust** Small Outsider (Air, Extraplaner); HD 3d8; HP 13; Init +7; Speed 30 ft., fly 50 ft. (perfect); AC 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3); Full Attack 2 claws +4 melee (1d3); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +3, Ref +6, Will +3; Abilities Str 10 Dex 17 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 Acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings); Feats Dodge, Improved Initiative; AL N.

**Breath Weapon:** 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour a dust mephit can surround itself with a plume of dust, duplicating the effect of a *Blur* spell (caster level 3). Once per day it can create a mass of roiling dust that duplicates the effect of *Wind Wall* (DC 15, caster level 6). The save DC is Charisma-based.

**Fast Healing:** A dust mephit heals only if in an arid, dusty environment.

**Mephit, Earth** Small Outsider (Earth, Extraplaner); HD 3d8+6; HP 19; Init -1; Speed 30 ft., fly 40 ft. (average); AC 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16; Base Attack/Grapple +3/+2; Attack claw +7 melee (1d3+3); Full Attack 2 claws +7 melee (1d3+3); SA Breath weapon, spell-like abilities; SQ Change Size, Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +4, Ref +2, Will +3; Abilities Str 17 Dex 8 Con 13 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings); Power Attack, Toughness; AL N.

**Breath Weapon:** 15-foot cone of rock shards and pebbles, 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** 1/day – *Soften Earth and Stone*. Caster level 6

Once per hour an earth mephit can magically change its size. This works just like an *Enlarge Person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2<sup>nd</sup>-level spell. The save DC is Charisma-based.

**Fast Healing:** An earth mephit heals only if underground or buried up to its waist in earth.

**Mephit, Fire** Small Outsider (Fire, Extraplaner); HD 3d8; HP 13; Init +5; Speed 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3 and 1d4 fire); Full Attack 2 claws +4 melee (1d3 and 1d4 fire); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Immunity to Fire, Fast Healing 2, vulnerability to Cold; Saves Fort +3, Ref +4, Will +3; Abilities Str 10 Dex 13 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +7, Hide +11, Diplomacy +4, Disguise +2 (+4 Acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Feats Dodge, Improved Initiative; AL N.

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**Breath Weapon:** 15-foot cone, damage 1d8 fire, Reflex save DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** 1/hour – *Scorching Ray* (DC 14) as the spell cast by a 3<sup>rd</sup> level sorcerer; 1/day – *Heat Metal* (DC 14), Caster level 6. The save DC is Charisma-based.

**Fast Healing:** A fire mephit heals only if touching a flame at least as large as a torch.

**Mephit, Ice** Small Outsider (Air, Cold, Extraplaner); HD 3d8; HP 13; Init +7; Speed 30 ft., fly 50 ft. (perfect); AC 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3 and 1d4 cold); Full Attack 2 claws +4 melee (1d3 and 1d4 cold); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Immunity to Cold, Fast Healing 2, Vulnerability to Fire; Saves Fort +3, Ref +6, Will +3; Abilities Str 10 Dex 17 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 Acting), Move Silently +9, Listen +6, Spot +6, Use Rope +3 (+5 with bindings); Feats Dodge, Improved Initiative; AL N.

**Breath Weapon:** 10-foot cone of ice shards, damage 1d4 cold, Reflex save DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack roles for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** 1.hour - *Magic Missile* (caster level 3); 1/day – *Chill Metal* (DC14, Caster level 6). The save DC is Charisma-based.

**Fast Healing:** An ice mephit heals only if touching a piece of ice of at least Tiny size or if the ambient temperature is 32 degree F or lower.

**Mephit, Magma** Small Outsider (Fire, Extraplaner); HD 3d8; HP 13; Init +5; Speed 30 ft., fly 50 ft. (average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3 and 1d4 fire); Full Attack 2 claws +4 melee (1d3 and 1d4 fire); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Immunity to Fire, Fast Healing 2, vulnerability to Cold; Saves Fort +3, Ref +4, Will +3; Abilities Str 10 Dex 13 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +7, Hide +11, Diplomacy +4, Disguise +2 (+4 Acting), Move

Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Feats Dodge, Improved Initiative; AL N.

**Breath Weapon:** 10-foot cone of magma, damage 1d4 fire, Reflex save DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack roles for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour, a magma mephit can use Shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

**Fast Healing:** A magma mephit heals only if touching magma, lava or a flame at least as large as a torch.

**Mephit, Ooze** Small Outsider (Water, Extraplaner); HD 3d8+6; HP 19; Init +0; Speed 30 ft., fly 40 ft. (average), swim 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Attack/Grapple +3/+1; Attack claw +6 melee (1d3+2); Full Attack 2 claws +6 melee (1d3+2); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +4, Ref +3, Will +3; Abilities Str 14 Dex 10 Con 13 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness; AL N.

**Breath Weapon:** 10-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack roles for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour a water mephit can hurl an acidic blob that functions like a *Melf's Acid Arrow* (caster level 3.) Once per day it can create a mass of smelly fog that duplicates the effect of a

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*Stinking Cloud* spell (DC 15, caster level 6). The save DC is Charisma-based.

**Fast Healing:** An ooze mephit heals only in a wet or muddy environment.

**Mephit, Salt** Small Outsider (Earth, Extraplaner); HD 3d8+6; HP 19; Init -1; Speed 30 ft., fly 40 ft.

(average); AC 16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16; Base Attack/Grapple +3/+2; Attack claw +7 melee (1d3+3); Full Attack 2 claws +7 melee (1d3+3); SA Breath weapon, spell-like abilities; SQ Change Size, Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +4, Ref +2, Will +3; Abilities Str 17 Dex 8 Con 13 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings); Power Attack, Toughness; AL N.

**Breath Weapon:** 10-foot cone of salt crystals, 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per day a salt mephit can use *Glitterdust* (DC14, caster level 3). Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half, caster level 6.) This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. The save DC is Charisma-based.

**Fast Healing:** A salt mephit heals only if in an arid environment.

**Mephit, Steam** Small Outsider (Fire, Extraplaner); HD 3d8; HP 13; Init +5; Speed 30 ft., fly 50 ft.

(average); AC 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15; Base Attack/Grapple +3/-1; Attack claw +4 melee (1d3 and 1d4 fire); Full Attack 2 claws +4 melee (1d3 and 1d4 fire); SA Breath weapon, spell-like abilities; SQ Damage Reduction 5/magic, Darkvision 60 ft., Immunity to Fire, Fast Healing 2, Vulnerability to Cold; Saves Fort +3, Ref +4, Will +3; Abilities Str 10 Dex 13 Con 10 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 Acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Feats Dodge, Improved Initiative; AL N.

**Breath Weapon:** 10-foot cone of steam, damage 1d4 fire, Reflex save DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour an air mephit can surround itself with a plume of vapor, duplicating the effects of a *Blur* spell (caster level 3.) Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half, caster level 6). The save DC is Charisma-based.

**Fast Healing:** A steam mephit heals only if touching boiling water or is in a hot, humid area.

**Mephit, Water** Small Outsider (Water, Extraplaner); HD 3d8+6; HP 19; Init +0; Speed 30 ft., fly 40 ft.

(average), swim 30 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Attack/Grapple +3/+1; Attack claw +6 melee (1d3+2); Full Attack 2 claws +6 melee (1d3+2); SA Breath weapon, spell-like abilities; SQ Change Size, Damage Reduction 5/magic, Darkvision 60 ft., Fast Healing 2; Saves Fort +4, Ref +3, Will +3; Abilities Str 14 Dex 10 Con 13 Int 6 Wis 11 Cha 15; Skills Bluff +8, Escape Artist +6, Hide +10, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness; AL N.

**Breath Weapon:** 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour a water mephit can hurl an acidic blob that functions like a *Melf's Acid Arrow* (caster level 3.) Once per day it can create a mass of smelly fog that duplicates the effect of a *Stinking Cloud* spell (DC 15, caster level 6). The save DC is Charisma-based.

**Fast Healing:** A water mephit heals only if exposed to rain in immersed up to its waist in water.

## Summon Monster V

**Archon, Hound** Medium Outsider (Archon, Extraplaner, Good, Lawful); HD 6d8+6; HP 33; Init +4; Speed 40 ft.; AC 19 (+9 natural), touch 10, flat-footed 19; Base Attack/Grapple +6/+8; Attack Bite +8 melee (1d8+2) or Greatsword +8 melee (2d6+3/19-20); Full Attack Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or Greatsword

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+8/+3 melee (2d6+3/19-20) and bite +3 melee (1d8+1); SA Spell-Like Abilities; SQ Aura of Menace, Change Shape, Damage Reduction 10/evil, Darkvision 60 ft., Immunity to Electricity and Petrification, Magic Circle Against Evil, Scent, Spell Resistance 16, Teleport, Tongues; Saves Fort +6 (+10 vs Poison), Ref +5, Will +6; Abilities Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12; Skills Concentration +10, Diplomacy +3, Hide +9 (+13 in hound form), Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10 (+14 in hound form, +12 while tracking); Feats Improved Initiative, Power Attack, Track; AL LG.

Spell-Like Abilities: At will – *Aid*, *Continual Flame*, *Detect Evil*, *Message*. Caster level 6.

Aura of Menace: A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius must succeed on a Will save DC 16 or suffer a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generates the aura.

Change Shape: A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purpose of this ability, canines include any doglike or wolflike animal of the animal type.

**Celestial Brown Bear** Large Magical Beast (Augmented Beast, Extraplaner); HD 6d8+24; HP 51; Init +1; Speed 40 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15; 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.; SA Improved Grab, Smite Evil; SQ Low-light vision, scent, Damage Reduction 5/magic, resist Acid Cold Elec 5, Spell Resistance 11; Saves Fort +9, Ref +6, Will +3; Abilities Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6; Skills Listen +4, Spot +7, Swim +12; Feats Endurance, Run, Track; AL LG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +6 additional damage against an evil foe.

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

**Celestial Giant Stag Beetle** Large Magical Vermin (Augmented Vermin, Extraplaner); HD 7d8+21; HP 52; Init +0; Speed 20 ft.; AC 19 (-1 size, +10 natural), touch 9, flat-footed 19; Base Attack/Grapple +5/+15; Attack/Full Attack Bite +10 melee (4d6+9); Space/Reach 10 ft./ 5 ft.; SA Trample 2d8+3, Smite Evil; SQ Darkvision 60 ft., Vermin traits, Damage Reduction 5/magic, resist Acid Cold Elec 5, Spell Resistance 12; Saves Fort +8, Ref +2, Will +2; Abilities Str 23, Dex 10, Con 17, Int 3, Wis 10, Cha 9; No Skills; No Feats; AL NG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +7 additional damage against an evil foe.

Trample: Reflex half DC 19. The save DC is Strength-based.

**Celestial Sea Cat** Large Magical Beast (Augmented Beast, Extraplaner); HD 6d10+18; HP 51; Init +1; Speed 10 ft., swim 40 ft.; AC 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.; SA Rend 2d6+6, Smite Evil; SQ Darkvision 60 ft., Hold Breath, low-light vision, scent, Damage Reduction 5/magic, resist Acid Cold Elec 5, Spell Resistance 11; Saves Fort +8, Ref +6, Will +5; Abilities Str 19, Dex 12, Con 17, Int 3, Wis 13, Cha 10; Skills Listen +8, Spot +7, Swim +12; Feats Alertness, Endurance, Iron Will; AL NG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +6 additional damage against an evil foe.

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

Rend: 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.

**Celestial Griffon** Large Magical Beast (Augmented Beast, Extraplaner); HD 7d10+21; HP 59; Init +2; Speed 30 ft., fly 80 ft. (average); AC 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.; SA Pounce, Rake 1d6+2, Smite Evil; SQ Darkvision 60 ft., low-light vision, Scent, Damage Reduction

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5/magic, resist Acid Cold Elec 5; Spell Resistance 12; 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); AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +7 additional damage against an evil foe.

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

**Rake:** Attack bonus +8 melee, damage 1d6+2.

**Medium Air Elemental** Medium Elemental (Air, Extraplaner); HD 4d8; HP 26; Init +9; Speed Fly 100 ft. (perfect); AC 18 (+5 Dex, +3 natural), touch 15, flatfooted 13; Base Attack/Grapple +3/+4; Attack/Full Attack Slam +8 melee (1d6+1); SA Air mastery, whirlwind; SQ 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, Weapon Finesse; AL N.

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

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Whirlwind:** See Monster Manual ppg 95-98.

**Medium Earth Elemental** Medium Elemental (Earth, Extraplaner); HD 4d8+12; HP 30; Init –1; Speed 20 ft.; AC 18 (-1 Dex, +9 natural) touch 9, flat-footed 18; Base Attack/Grapple +3/+8; Attack/Full Attack Slam +8 melee (1d8+7); SA Earth Mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; 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; AL N.

**Earth Mastery:** an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a –4 penalty on attack and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Push:** An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

**Earth Glide:** 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Medium Fire Elemental** Medium Elemental (Fire, Extraplaner); HD 4d8+8; HP 26; Init +7; Speed 50 ft.; AC 16 (+3 Dex, +3 natural) touch 13, flat-footed 13; Base Attack/Grapple +3/+4; Attack/Full Attack Slam +6 melee (1d6+1 plus 1d6 fire); SA Burn; SQ 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, Mobility, Weapon Finesse; AL N.

**Burn:** Those hit by a fire elemental's slam attack also must succeed at a DC 14 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Medium Water Elemental** Medium Elemental (Water, Extraplaner); HD 4d8+12; HP 30; Init +1; Move 20 ft., swim 90 ft.; AC 19 (+1 Dex, +8 natural) touch 11, flat-footed 18; Base Attack/Grapple +3/+6; Attack/Full Attack Slam +6 melee (1d8+4); SA Water mastery, Drench, Vortex; SQ 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; AL N.

**Water Mastery:** A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent are touching the ground, the elemental take a –4 penalty to attacks and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Drench:** The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Vortex:** see Monster Manual pg. 101.

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### Summon Monster VI

**Celestial Polar Bear** Large Magical Animal (Augmented Animal, Extraplaner); HD 8d8+32; HP 68; Init +1; Speed 40 ft., swim 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; Base Attack/Grapple +6/+18; Attack Claw +13 melee (1d8+8); Full Attack 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4); Space/Reach 10 ft./ 5 ft.; SA Improved Grab, Smite Evil; SQ Low-light Vision, Scent, Darkvision 60 ft., Damage Reduction 5/magic, resist Acid Cold Elec 10, Spell Resistance 13; Saves Fort +10, Ref +7, Will +3; Abilities Str 27, Dex 13, Con 19, Int 3, Wis 12, Cha 6; Skills Hide -2 (+10 in snowy areas), Listen +5, Spot +7, Swim +16; Feats Endurance, Run, Track; AL LG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +8 additional damage against an evil foe.

**Improved Grab:** To use this ability, the 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.

**Celestial Orca Whale** Huge Magical Animal (Augmented Animal, Extraplaner); HD 9d8+48; HP 88; Init +2; Speed Swim 50 ft.; AC 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14; Base Attack/Grapple +6/+22; Attack/Full Attack Bite +12 melee (2d6+12); Space/Reach 15 ft./ 10 ft.; SA Smite Evil, SQ Blindsight 120 ft., hold breath, low-light vision, Darkvision 60 ft., Damage Reduction 5/magic, resist Acid Cold Elec 10; Spell Resistance 14; Saves Fort +11, Ref +8, Will +8; Abilities Str 27, Dex 15, Con 21, Int 3, Wis 14, Cha 6; Skills Listen +14, Spot +14, Swim +16; Feats Alertness, Endurance, Run, Toughness; AL NG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +9 additional damage against an evil foe.

**Bralani** Medium Outsider (Chaotic, Eladrin, Extraplaner, Good) HD 6d8+18; HP 45; Init +8; Speed 40 ft., fly 100 ft. (perfect); AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 16; Base Attack/Grapple +6/+10; Attack +1 holy scimitar +11 melee (1d6+4/18-20) or +1 holy composite longbow (+4 Strength bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4); Full Attack +1 holy scimitar +11/+6 melee (1d6+4/18-20) or +1 holy composite longbow (+4 Strength bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4); SA Spell-like

abilities, whirlwind blast; SQ Alternate form, Damage Reduction 10/cold iron or evil, Darkvision 60 ft., immunity to Electricity and Petrification, low-light vision, resistance to Cold and Fire 10, Spell Resistance 17, Tongues; Saves Fort +8, Ref +9, Will +7; Abilities Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14; Skills Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings); Feats Alertness, Blind-Fighting, Improved Initiative; AL CG.

**Spell-Like Abilities:** At Will – *Blur*, *Charm Person* (DC 13), *Gust of Wind* (DC 14), *Mirror Image*, *Wind Wall*; 2/day – *Lightning Bolt* (DC 15), *Cure Serious Wounds* (DC 15), Caster Level 6<sup>th</sup>. The save DCs are Charisma based.

**Whirlwind Blast:** When in whirlwind form, a Bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half.) The save DC is Constitution-based.

**Alternate Form:** A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks, and whirlwind blast attacks, and can use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *True Seeing* spell, however, reveals both forms simultaneously.

**Celestial Dire Lion** Large Magical Animal (Augmented Animal, Extraplaner); HD 8D8+24; HP 60; Init +2; Speed 40 ft.; AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Attack/Grapple +6/+17; 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.; SA Smite Evil, Improved Grab, Pounce, Rake 1d6+3; SQ Low-light vision, Scent, Darkvision 60 ft., Damage Reduction 5/magic, resist Acid Cold Elec 10, Spell Resistance 13; Saves Fort +9, Ref +8, Will +7; Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10; Skills Hide +2 (+6 in tall grass or heavy undergrowth); Listen +7, Move Silently +5, Spot +7; Feats Alertness, Run, Weapon Focus (claw); AL CG

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**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +8 additional damage against an evil foe.

**Improved Grab:** To use this ability, the 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:** If a dire lion charges, it can make a full attack, including two rake attacks.

**Rake:** Attack bonus +12 melee, damage 1d6+3.

**Large Air Elemental** Large Elemental (Air, Extraplaner); HD 8d8+24; HP 60; Init +11; Speed Fly 100 ft. (perfect); AC 20 (-1 size, +7 Dex, +4 natural), touch 16, flatfooted 13; Base Attack/Grapple +6/+12; Attack Slam +12 melee (2d6+2); Full Attack 2 slams +12 melee (2d6+2); Space/Reach: 10 ft./10 ft.; SA Air mastery, whirlwind; SQ 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, Weapon Finesse; AL N.

**Air Mastery:** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Large Earth Elemental** Large Elemental (Earth, Extraplaner); HD 8d8+32; HP 68; Init -1; Speed 20 ft.; AC 18 (-1 size, -1 Dex, +10 natural) touch 8, flatfooted 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.; SA Earth Mastery, push; SQ Damage Reduction 5/-, Darkvision 60 ft., earth glide, 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; AL N.

**Earth Mastery:** an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a -4 penalty on attack and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Push:** An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

**Earth Glide:** 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Large Fire Elemental** Large Elemental (Fire, Extraplaner); HD 8d8+24; HP 60; Init +9; Speed 50 ft.; AC 18 (-1 Size, +5 Dex, +4 natural) touch 14, flatfooted 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.; SA Burn; SQ 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, Mobility, Spring Attack, Weapon Finesse; AL N.

**Burn:** Those hit by a fire elemental's slam attack also must succeed at a DC 17 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Large Water Elemental** Large Elemental (Water, Extraplaner); HD 8d8+32; HP 68; Init +2; Move 20 ft., swim 90 ft.; AC 20 (-1 Size, +2 Dex, +9 natural) touch 11, flat-footed 18; Base Attack/Grapple +6/+15; Attack Slam +10 melee (2d8+5); Full Attack 2 slams +10 melee (2d8+5); Space/Reach: 10 ft./10 ft.; SA Water mastery, Drench, Vortex; SQ 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; AL N.

**Water Mastery:** A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent is touching the ground, the elemental take a -4 penalty to attacks and damage rolls.

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Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Drench: The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Janni (Genie)** Medium Outsider (Native); HD 6d8+6; HP 33; Init +6; Speed 20 ft., fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect); AC 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/+3 ranged (1d8/x3); Full Attack Scimitar +9/+4 melee (1d6+4/18-20) or longbow +8/+3 (1d8/x3); SA *Change Size*, spell-like abilities; SQ Darkvision 60 ft., elemental endurance, plane shift, 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, Mobility; AL N

*Change Size*: Twice per day, a janni can magically change a creature's size. This works just like an *Enlarge Person* spell 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 2<sup>nd</sup>-level spell.

Spell-Like Abilities: 3/day – *Invisibility* (self only), *Speak With Animals*. Caster level 12<sup>th</sup>. Once per day a janni can *Create Food and Water* (caster level 7<sup>th</sup>) and can use *Ethereal Jaunt* (caster level 12<sup>th</sup>) for one hour. The save DCs are Charisma-based.

Elemental Endurance: Janni 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.

**Chaos Beast** Medium Outsider (Chaotic, Extraplaner); HD 8d8+8; HP 44; Init +5; Speed 20 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Base Attack/Grapple +8/+10; Attack Claw +10 melee

(1d3+2 plus corporeal instability; Full Attack 2 claws +10 melee (1d3+2 plus corporeal instability); SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, Spell Resistance 15; Saves Fort +7, Ref +7, Will +6; Abilities Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10; Skills Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Feats Dodge, Improved Initiative, Mobility; AL CN. Corporeal Instability: See MM pg. 33.

## Summon Monster VII

**Celestial Elephant** Huge Magical Animal (Augmented Animal, Extraplaner); HD 11d8+55; HP 104; Init +0; Speed 40 ft.; AC 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 stamps +11 melee (2d6+5) or gore +16 melee (2d8+15); Space/Reach 15 ft./10 ft.; SA Smite Evil, Trample 2d8+15; SQ Damage Reduction 5/magic, Darkvision 60 ft., low-light vision, scent, resist Acid, Cold, Elec 10; Spell Resistance 16; Saves Fort +12, Ref +7, Will +6; Abilities Str 30, Dex 10, Con 21, Int 3, Wis 13, Cha 7; Skills Listen +12, Spot +10; Feats Alertness, Endurance, Iron Will, Skill Focus (Listen); AL LG.

Smite Evil: Once per day this celestrial creature can make a normal melee attack to deal +11 additional damage against an evil foe.

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

**Avoral (Guardinal)** Medium Outsider (Extraplaner, Good, Guardinal); HD 7d8+35; HP 66; Init +6; Speed 40 ft., fly 90 ft. (good); AC 24 (+6 Dex, +8 natural), touch 16, flat-footed 18; Base Attack/Grapple +7/+9; Attack Claw +13 melee (2d6+2) or wing +13 melee (2d8+2); Full Attack 2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2); SA Spell-like abilities, fear aura; SQ Damage Reduction 10/evil or silver, Darkvision 60 ft., immunity to Electricity and Petrification, lay on hands, low-light vision, resistance Cold Sonic 10, Spell Resistance 25, True Seeing; Saves Fort +10 (+14 versus poison), Ref +11, Will +8; Abilities Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16; Skills Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21; Feats Empower

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Spell-Like Ability (*Magic Missile*), Flyby Attack, Weapon Finesse; AL NG

Spell-Like Abilities: At will – *Aid*, *Blur* (self only), *Command* (DC 14), *Detect Magic*, *Dimension Door*, *Dispel Magic*, *Gust of Wind* (DC 15), *Hold Person* (DC 16), *Light*, *Magic Circle Against Evil* (self only), *Magic Missile*, *See Invisibility*; 3/day – *Lightning Bolt* (DC 16). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

Fear Aura: Once per day, and avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *Fear* from an 8<sup>th</sup>-level caster (save DC 17). The save DC is Charisma-based.

True Seeing: This ability is identical with *True Seeing* (caster level 14<sup>th</sup>), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

**Celestial Baleen Whale** Gargantuan Magical Animal (Augmented Animal, Extraplaner); HD 12d8+78; HP 132; Init +1; Speed Swim 40 ft.; AC 16 (-4 size, +1 Dex, +9 natural), touch 17, flat-footed 15; Base Attack/Grapple +9/+33; Attack/Full Attack Tail slap +17 melee (1d8+18); Space/Reach 20 ft./15 ft.; SA Smite Evil; SQ Damage Reduction 10/magic, blindsight 120 ft., Darkvision 60 ft., hold breath, low-light vision, resist Acid, Cold, Elec 10, Spell Resistance 22; Saves Fort +14, Ref +9, Will +5; Abilities Str 35, Dex 13, Con 22, Int 3, Wis 12, Cha 6; Skills Listen +15, Spot +14, Swim +20; Feats Alertness, Diehard, Endurance, Toughness (2); AL NG.

Smite Evil: Once per day this celestial creature can make a normal melee attack to deal +12 additional damage against an evil foe.

**Djinni (Genie)** Large Outsider (Air, Extraplaner); HD 7d8+14; HP 45; Init +8; Speed 20 ft., fly 60 ft. (perfect); AC 16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12; Base Attack/Grapple +7/+15; Attack Slam +10 melee (1d8+4); 2 slams +10 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Air Mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft., immunity to Acid, Plane Shift, 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; Feats Combat

Casting, Combat Reflexes, Dodge, Improved Initiative; AL CG.

Air Mastery: 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 20<sup>th</sup>. The save DCs are Charisma-based.

Whirlwind: See MM pg 114.

**Huge Air Elemental** Huge Elemental (Air, Extraplaner); HD 16d8+64; HP 136; Init +13; Speed Fly 100 ft. (perfect); AC 21 (-2 size, +9 Dex, +4 natural), touch 17, flatfooted 12; Base Attack/Grapple +12/+24; Attack Slam +19 melee (2d8+4); Full Attack 2 slams +19 melee (2d8+4); Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ 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, Mobility, Spring Attack, Weapon Finesse; AL N.

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

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Huge Earth Elemental** Huge Elemental (Earth, Extraplaner); HD 16d8+80; HP 152; Init –1; Speed 30 ft.; AC 18 (-2 size, -1 Dex, +11 natural) touch 7, flat-footed 18; Base Attack/Grapple +12/+29; Attack Slam +19 melee (2d10+10); Full Attack 2 slams +19 melee (2d10+10); Space/Reach: 15 ft./15 ft.; SA Earth Mastery, push; SQ Damage Reduction 5/-, Darkvision 60 ft., earth glide, 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; AL N.

Earth Mastery: an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a –4 penalty on attack and damage rolls.

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Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Push: An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

Earth Glide: 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Huge Fire Elemental** Large Elemental (Fire, Extraplaner); HD 16d8+64; HP 136; Init +11; Speed 60 ft.; AC 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.; SA Burn; SQ 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, Iron Will, Mobility, Spring Attack, Weapon Finesse; AL N.

Burn: Those hit by a fire elemental's slam attack also must succeed at a DC 22 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Huge Water Elemental** Large Elemental (Water, Extraplaner); HD 16d8+80; HP 182; Init +4; Move 30 ft., swim 120 ft.; AC 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.; SA Water mastery, Drench, Vortex; SQ Damage Reduction 5/-, 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, Improved Bull Rush, Iron Will, Great Cleave, Power Attack; AL N.

Water Mastery: A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent is touching the ground, the elemental take a -4 penalty to attacks and damage rolls.

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Drench: The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Invisible Stalker** Large Elemental (Air, Extraplaner); HD 8d8+16; HP 52; Init +8; Speed 30 ft., fly 30 ft. (perfect); AC 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Attack/Grapple +6/+14; Attack Slam +10 melee (2d6+4); Full Attack 2 slams +10 melee (2d6+4); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., elemental 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); AL N.

Natural Invisibility: This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to *Invisibility Purge* spell.

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

**Red Slaad** Large Outsider (Chaotic, Extraplaner); HD 7d8+21; HP 52; Init +2; Speed 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; Base Attack/Grapple +7/+16; Attack Bite +11 melee (2d8+5); Full Attack Bite +11 melee (2d8+5) and 2 claws +9 melee (1d4+2 plus implant); Space/Reach 10 ft./10 ft.; SA Pounce, Implant, stunning croak; SQ Darkvision 60 ft., fast healing 5, immunity to sonic, resistance to Acid Cold Electricity Fire 5; Saves Fort +8, Ref +7, Will +3; Abilities Str 21, Dex 15, Con 17, Int 6, Wis 6, Cha 8; Skills Climb +15, Hide +8, Jump +15, Listen +8, Move Silently +12, Spot +8; Feats Dodge, Mobility, Multiattack; AL CN.

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**Pounce:** If a red slaad charges, it can make a full attack in the same round.

**Implant:** A red slaad that hits with a claw attack can inject an egg into the opponent's body. The affected creature must succeed on a DC 16 Fortitude save to avoid implantation. The save DC is Constitution-based.

Often the slaad implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week before hatching into a blue slaad that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (-10 to all ability scores, to a minimum of 1). A Remove Disease spell rids the victim of the pellet, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

If the victim is an arcane spellcaster, the egg pellet instead hatches into a green slaad.

**Stunning Croak:** Once per day a red slaad can emit a loud croak. Every creature (except slaadi) within 20 feet must succeed on a DC 16 Fortitude save or be stunned for 1d3 rounds. The save DC is Constitution-based.

### Summon Monster VIII

**Celestial Dire Bear** Large Magical Animal (Augmented Animal, Extraplaner); HD 12d8+51; HP 105; Init +1; Speed 40 ft.; AC 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; Base Attack/Grapple +9/+23; 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.; SA Smite Evil, Improved Grab; SQ Damage Reduction 10/magic, Darkvision 60 ft., low-light vision, scent, resist Acid Cold Elec 10, Spell Resistance 17; Saves Fort +12, Ref +9, Will +9; Abilities Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10; Skills Listen +10, Spot +10, Swim +13; Feats Alertness, Endurance, Run, Toughness, Weapon Focus (claw); AL LG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +12 additional damage against an evil foe.

**Improved Grab:** 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.

**Celestial Cachalot Whale** Gargantuan Magical Animal (Augmented Animal, Extraplaner); HD 12d8+87; HP 141; Init +1; Speed Swim 40 ft.; AC 16 (-4 size, +1 Dex, +9 natural), touch 7, flat-footed 15; Base Attack/Grapple +9/+33; 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.; SA Smite Evil; SQ Blindsight, Damage Reduction 10/magic, Darkvision 60 ft., hold breath, low-light vision, resist Acid Cold Elec 10, Spell Resistance 17; Saves Fort +15, Ref +9, Will +6; Abilities Str 35, Dex 13, Con 24, Int 3, Wis 14, Cha 6; Skills Listen +15, Spot +14, Swim +20; Feats Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness; AL NG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +12 additional damage against an evil foe.

**Celestial Triceratops** Huge Magical Animal (Augmented Animal, Extraplaner); HD 16d8+124; HP 196; Init -1; Speed 30 ft.; AC 18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18; Base Attack/Grapple +12/+30; Attack/Full Attack Gore +20 melee (2d8+15); Space/Reach 15 ft./10 ft.; SA Smite Evil, Powerful Charge, Trample 2d12+15; SQ Damage Reduction 10/magic, Darkvision 60 ft., low-light vision, scent, resist Acid Cold Elec 10, Spell Resistance 21; Saves Fort +19, Ref +9, Will +6; Abilities Str 30, Dex 9, Con 25, Int 3, Wis 12, Cha 7; Skills Listen +13, Spot +12; Feats Alertness, Great Fortitude, Toughness (4); AL NG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +16 additional damage against an evil foe.

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

**Trample:** Reflex half DC 18. The save DC is Strength-based.

**Lillend** Large Outsider (Chaotic, Extraplaner, Good); HD 7d8+14; HP 45; Init +3; Speed 20 ft., fly 70 ft. (average); AC 17 (-1 size, +3 Dex, +5 natural); touch 12, flat-footed 14; Base Attack/Grapple +7/+16; Attack Short sword +11 melee (1d8+5/19-20); Full Attack Short sword +11/+6 melee (1d8+5/19-20) and tail slap +6 melee (2d6+2); Space/Reach 10 ft./10 ft.; SA Constrict 2d6+5, improved grab, spells, spell-like abilities; SQ Darkvision 60 ft., immunity to Poison, resist Fire 10; Saves Fort +7, Ref +10, Will +8; Abilities Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha

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18; Skills Appraise +12, Concentration +12, Diplomacy +16, Knowledge (Arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17; Feats Combat Casting, Extend Spell, Lightning Reflexes; AL CG.

**Constrict:** A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

**Improved Grab:** To use this ability, a lillend must hit 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 then Constrict.

**Spells:** A lillend cast arcane spells as a 6<sup>th</sup>-level bard. Typical Bard Spells Known: (3/4/3; save DC 14+spell level): 0-*Dancing Lights, Daze, Detect Magic, Lullaby, Mage Hand, Read Magic*; 1<sup>st</sup> - *Charm Person, Cure Light Wounds, Identify, Sleep*; 2<sup>nd</sup> - *Hold Person, Invisibility, Sound Burst*.

**Spell-like Abilities:** 3/day-*Darkness, Hallucinatory Terrain* (DC 18), *Knock, Light*; 1/day-*Charm Person* (DC 15), *Speak with Animals, Speak with Plants*. Caster level 10<sup>th</sup>. The save DC are Charisma-based.

**Greater Air Elemental** Huge Elemental (Air, Extraplaner); HD 21d8+84; HP 178; Init +14; Speed Fly 100 ft. (perfect); AC 26 (-2 size, +10 Dex, +8 natural), touch 18, flatfooted 16; Base Attack/Grapple +15/+28; Attack Slam +23 melee (2d8+5); Full Attack 2 slams +23 melee (2d8+5); Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ 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, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack Weapon Finesse; AL N.

**Air Mastery:** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Greater Earth Elemental** Large Elemental (Earth, Extraplaner); HD 21d8+105; HP 199; Init -1; Speed 30 ft.; AC 20 (-2 Size, -1 Dex, +13 natural) touch 7, flat-footed 20; Base Attack/Grapple +15/+33; Attack Slam +23 melee (2d10+10); Full Attack 2 slams +23

melee (2d10+10); Space/Reach: 15 ft./15 ft.; SA Earth Mastery, push; SQ Damage Reduction 10/-, Darkvision 60 ft., earth glide, 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; AL N.

**Earth Mastery:** an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a -4 penalty on attack and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Push:** An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

**Earth Glide:** 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Greater Fire Elemental** Large Elemental (Fire, Extraplaner); HD 21d8+84; HP 178; Init +12; Speed 60 ft.; AC 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.; SA Burn; SQ Damage Reduction 10/-, 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, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam); AL N.

**Burn:** Those hit by a fire elemental's slam attack also must succeed at a DC 24 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

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**Greater Water Elemental** Large Elemental (Water, Extraplaner); HD 21d8+105; HP 199; Init +5; Move 30 ft., swim 120 ft.; AC 22 (-2 Size, +5 Dex, +9 natural) touch 13, flat-footed 17; Base Attack/Grapple +15/+31; Attack Slam +21 melee (2d10+10); Full Attack 2 slams +21 melee (2d10+10); Space/Reach: 15 ft./15 ft.; SA Water mastery, Drench, Vortex; SQ Damage Reduction 10/-, 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; AL N.

**Water Mastery:** A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent is touching the ground, the elemental take a -4 penalty to attacks and damage rolls.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Drench:** The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Blue Slaad** Large Outsider (Chaotic, Extraplaner); HD 8d8+32; HP 68; Init +2; Speed 30 ft.; AC 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18; Base Attack/Grapple +8/+18; Attack Claw +13 melee (2d6+6); Full Attack 2 claws +13 melee (2d6+6) and bite +11 melee (2d8+3 plus disease); Space/Reach 10 ft./10 ft.; SA Spell-Like Abilities, Slaad Fever; SQ Darkvision 60 ft., Fast Healing 5, Immunity to Sonic, resist Acid Cold Elec Fire 5; Saves Fort +10, Ref +8, Will +4; Abilities Str 23, Dex 15, Con 19, Int 6, Wis 6, Cha 10; Skills Climb +17, Hide +9, Jump +17, Listen +9, Move Silently +13, Spot +9; Feats Dodge, Mobility, Multiattack; AL CN.

**Spell-Like Abilities:** At will – Hold Person (DC 13), Passwall, Telekinesis (DC 15); 1/day Chaos Hammer (DC 14). Caster level 8<sup>th</sup>. The save DCs are Charisma-based.

**Slaad Fever:** Supernatural disease – bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution-based.

An afflicted humanoid reduced to Charisma 0 by slaad fever immediately transforms into a red slaad. It retains none of the features, traits, memories, or

abilities of its former self, and is a normal red slaad in all respects.

If the infected being is an arcane spellcaster, then disease instead produces a green slaad.

### Summon Monster IX

**Couatl** Large Outsider (Native); HD 9d8+18; HP 58; Init +7; Speed 20 ft., fly 60 ft. (good); AC 21 (-1 size, +3 Dex, +9 natural), touch 12, flat-footed 18; Base Attack/Grapple +9/+17; Attack/Full Attack Bite +12 melee (1d3+6 plus poison); Space/Reach 10 ft./5 ft.; SA Constrict 2d8+6, improved grab, Poison, Psionics, Spells; SQ Darkvision 60 ft., ethereal jaunt, telepathy 90 ft.; Saves Fort +8, Ref +9, Will +10; Abilities Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17; Skills Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls); Feats Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative; AL LG.

**Constrict:** A couatl deals 2d8+6 points of damage with a successful grapple check.

**Improved Grab:** To use this ability, a couatl must hit 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 then Constrict.

**Psionics:** At will – *Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Thoughts* (DC 15), *Invisibility, Plane Shift* (DC 20), *Polymorph* (self only). Effective caster level 9<sup>th</sup>. The save DCs are Charisma-based.

**Spells:** A couatl casts spells as a 9<sup>th</sup>-level Sorcerer. It can choose its spells known from the list for Air, Good and Law domains. The cleric spells and domain spells are considered Arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

**Typical Spells Known** 96/7/7/7/4; save DC 13 + spell level): 0-*Cure Minor Wounds, Daze, Disrupt Undead, Light, Obscuring Mist, Ray of Frost, Read Magic, Resistance*; 1<sup>st</sup> – *Endure Elements, Mage Armor, Protection from Chaos, True Strike, Wind Wall*; 2<sup>nd</sup> – *Cure Moderate Wounds, Eagle's Splendor, Scorching Ray, Silence*; 3<sup>rd</sup> – *Gaseous Form, Magic Circle Against Evil, Summon Monster III*; 4<sup>th</sup> – *Charm Monster, Freedom of Movement*.

**Ethereal Jaunt:** This ability works like the *Ethereal Jaunt* spell (caster level 16<sup>th</sup>).

## Summon Monster Stat Blocks for Revised Dungeons and Dragons, 3.5E

**Telepathy:** A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes. No common language is needed.

**Leonal (Guardinal)** Medium Outsider (Extraplaner, Good, Guardinal); HD 12d8+60; HP 114; Init +3; Speed 60 ft.; AC 27 (+3 Dex, +14 natural), touch 13, flat-footed 24; Base Attack/Grapple +12/+20; Attack Claw +20 melee (1d6+8); Full Attack 2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4); SA Roar, pounce, improved grab, rake 1d6+8, spell-like abilities; SQ Damage Reduction 10/evil and silver, Darkvision 60 ft., Immunity to Electricity and Petrification, Lay on Hands, low-light vision, protective aura, resist Cold Sonic 10, Speak with Animals, Spell Resistance 28; Saves Fort +13 (+17 versus poison), Ref +11, Will +10; Abilities Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15; Skills Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17; Feats Ability Focus (Roar), Dodge, Mobility, Spring Attack, Track; AL NG.

**Roar:** A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *Holy Word* spell and deals and extra 2d6 points of Sonic damage (Fortitude save DC 20 negates). The save DC is Charisma-based.

**Pounce:** If a leonal charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab:** To use this ability, a leonal 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, it establishes a hold and can then rake.

**Rake:** Attack bonus +20 melee, damage 1d6+8.

**Spell-Like Abilities:** At will – *Detect Thoughts*, *Fireball* (DC 15), *Hold Monster* (DC 17), *Polymorph*, *Wall of Force*; 3/day – *Cure Critical Wounds* (DC 16), *Neutralize Poison*, *Remove Disease*; 1/day – *Heal* (DC 18). Caster level 10<sup>th</sup>. The save DCs are Charisma-based.

**Celestial Roc** Gargantuan Magical Animal (Augmented Animal, Extraplaner); HD 18d8+126; HP 207; Init +2; Speed 20 ft., fly 80 ft. (average); AC 17 (-4 size, +2 Dex, +9 natural), touch 8, flat-footed 15; Base Attack/Grapple +13/+37; 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.; SA Smite Evil; SQ Damage Reduction Acid Cold Elec 10, Darkvision 60 ft., low-light vision, Spell Resistance 23; Saves Fort +18, Ref +13, Will +9; Abilities Str 34, Dex 15, Con 24, Int 3, Wis 13, Cha 11; Skills Hide -3, Listen +10, Spot +14; Feats Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover; AL CG.

**Smite Evil:** Once per day this celestial creature can make a normal melee attack to deal +18 additional damage against an evil foe.

**Elder Air Elemental** Huge Elemental (Air, Extraplaner); HD 24d8+96; HP 204; Init +15; Speed Fly 100 ft. (perfect); AC 27 (-2 size, +11 Dex, +8 natural), touch 19, flatfooted 16; Base Attack/Grapple +18/+32; Attack Slam +27 melee (2d8+6); Full Attack 2 slams +27 melee (2d8+6); Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage Reduction 10/-, 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, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack Weapon Finesse; AL N.

**Air Mastery:** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Elemental Traits:** Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Elder Earth Elemental** Large Elemental (Earth, Extraplaner); HD 24d8+120; HP 228; Init -1; Speed 30 ft.; AC 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 2 slams +27 melee (2d10+11/19-20); Space/Reach: 15 ft./15 ft.; SA Earth Mastery, push; SQ Damage Reduction 10/-, Darkvision 60 ft., earth glide, 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 Attack; AL N.

**Earth Mastery:** an earth elemental gain a +1 bonus to attack and damage rolls if both it and its opponents are on the ground. If the opponent is airborne or waterborne, the elemental suffers a -4 penalty on attack and damage rolls.

## Summon Monster Stat Blocks for Revised Dungeons and Dragons, 3.5E

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Push: An earth elemental can start a Bull Rush maneuver without provoking an Attack of Opportunity. Earth Mastery modifiers apply.

Earth Glide: 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. It leaves no tunnel or hole, and creates no ripples or other signs of its presence.

**Elder Fire Elemental** Large Elemental (Fire, Extraplaner); HD 24d8+96; HP 204; Init +13; Speed 60 ft.; AC 25 (-2 Size, +9 Dex, +8 natural) touch 17, flat-footed 16; Base Attack/Grapple +18/+32; 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.; SA Burn; SQ Damage Reduction 10/-, 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, Great Fortitude, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam); AL N.

Burn: Those hit by a fire elemental's slam attack also must succeed at a DC 26 Reflex save or catch on fire. The flames burn for 1d4 rounds and do 1d4 damage per round. The creature can extinguish the flames with a move action. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as if hit by the elemental's slam attack and also must make the Reflex save of catch fire.

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

**Elder Water Elemental** Large Elemental (Water, Extraplaner); HD 24d8+120; HP 228; Init +6; Move 30 ft., swim 120 ft.; AC 23 (-2 Size, +6 Dex, +9 natural) touch 14, flat-footed 17; Base Attack/Grapple +18/+35; Attack Slam +25 melee (2d10+11/19-20); Full Attack 2 slams +25 melee (2d10+11/19-20); Space/Reach: 15 ft./15 ft.; SA Water mastery, Drench, Vortex; SQ Damage Reduction 10/-, 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 Bull Rush, Improved

Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack; AL N.

Water Mastery: A water elemental gains a +1 attack and damage bonus if both it and its opponent are touching water. If the elemental or its opponent is touching the ground, the elemental take a -4 penalty to attacks and damage rolls.

Elemental Traits: Immune poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Drench: The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flame of a non-magical nature if they are Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental HD.)

**Green Slaad** Large Outsider (Chaotic, Extraplaner); HD 9d8+36; HP 76; Init +5; Speed 30 ft.; AC 23 (-1 size, +2 Dex, +13 natural), touch 10, flat-footed 22; Base Attack/Grapple +9/+19; Attack Claw +14 melee (1d6+6); Full Attack 2 claws +14 melee (1d6+6) and bite +12 melee (2d8+3); Space/Reach 10 ft./10 ft.; SA Spell-Like Abilities; SQ Change Shape, Darkvision 60 ft., Fast Healing 5, Immunity to Sonic, resist Acid Cold Elec Fire 5; Saves Fort +10, Ref +7, Will +6; Abilities Str 23, Dex 13, Con 19, Int 10, Wis 10, Cha 12; Skills Climb +18, Concentration +10, Hide +9, Jump +18, Listen +12, Move Silently +13, Search +12, Spot +12, Survival +6 (+8 following tracks); Feats Cleave, Improved Initiative, Multiattack, Power Attack; AL CN.

Spell-Like Abilities: At will – *Chaos Hammer* (DC 15), *Detect Magic*, *Detect Thoughts* (DC 13), *Fear* (DC 15), *Protection From Law*, *See Invisibility*, *Shatter* (DC 13); 3/day – *Dispel Law* (DC 16), *Deeper Darkness*, *Fireball* (DC 14). Caster level 9<sup>th</sup>. The Save DCs are Charisma-based.

Change Shape: a green slaad can assume any Medium or Large humanoid form as a standard action. In humanoid form, a green slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A green slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *True Seeing* spell reveals its natural form.