

LEVEL TWO - *augmented summon stats*

CELESTIAL RIDING DOG

Medium Magical Beast (Extraplanar)

Hit Dice: 2d8+8 (17 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+5

Attack: Bite +5 melee (1d6+6)

Full Attack: Bite +5 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip, smite evil

Special Qualities: Darkvision, low-light vision, scent, ER 5 (Acid, Cold, Electricity), SR 6

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 19, Dex 15, Con 19, Int 3, Wis 12, Cha 6

Skills: Jump +10, Listen +5, Spot +5, Swim +5, Survival +1*

Feats: Alertness, Track

Alignment: Always good (any)

Languages: Common

Challenge Rating: 1

This category includes working breeds such as collies, huskies, and St. Bernards. Celestial creatures often come in metallic colors (usually silver, gold, or platinum).

Carrying Capacity: A light load for a riding dog is up to 174 pounds; a medium load, 175–350 pounds; and a heavy load, 351–525 pounds. A riding dog can drag 2,625 pounds.

Combat

A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Trip (Ex): A riding dog that hits with a bite attack can attempt to trip the opponent (+4 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.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Skills: Riding dogs have a +4 racial bonus on Jump checks.

*Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

CELESTIAL GIANT BOMBARDIER BEETLE - for jail breaks

17 HP, 16 AC. Acid attack, 10' cone (DC 15 Fort save or take 1d4+2 damage). Will dissolve cell door locks?

CELESTIAL EAGLE - for reconnaissance during daylight, longer range

7 HP, 14 AC. Eagle understands but does not speak Common. Spot +16, listen +4, fly speed 80 feet (average). At x4 speed, should get 960' out and back, within 6 rounds.

FIENDISH MONSTROUS SPIDER, MEDIUM - for targeted web spell, stronger

15 HP, 14 AC. Shoots webs up to 50' (range increment 10'), 8x/day, works only on large or smaller creatures. Creatures caught in a web can free themselves using an Escape Artist check (DC 14) or a Strength check (DC 18). Both are standard actions. If they're stuck, creature considered entangled (–2 attack rolls, –4 Dexterity, move at half speed, cannot charge or run, DC 15 Concentration check to cast a spell).